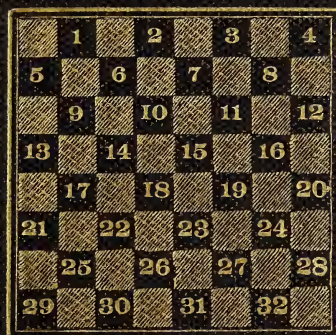


AMERICAN CHECKER REVIEW.



VOLUME I.

1888.



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GEORGE W. DEARBORN
COLLECTION



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American Checker Review

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, MAY 1, 1888.

No. 1.

BARKER-SMITH DISPUTE.

The European and American papers are fairly bubbling over regarding the Barker-Smith muddle. We are forcibly reminded of many similar controversies regarding Wyllie's actions, and the opinions now expressed by many editors and correspondents are equally as foolish and as hasty as others were in the previous turmoils alluded to. The simple facts are these: Barker originally challenged any man in Britain, Wyllie being then in Australia, agreeing to give or receive expenses. Smith declined *expenses* as the match was not of his seeking, though it is a fair question if the holder of championship honors is not always open to challenges and to *give or take expenses*, subject only to criticism of amount. Unwilling to see the challenge unanswered, the Scotch players accepted Mr. Barker's terms, naming Mr. Martins as their champion; and so confident were the veteran and his friends of his success that they immediately raised the stakes from \$250 to \$500 a side. This Barker agreed to, but also requested raising the expense item from \$50 to \$100. Barker's reason for this was that \$100 would really not cover his expenses, and his first offer of \$50 was in expectancy of getting acceptances to his challenge from more than one of the renowned European experts. The Scotch players declined to raise the expense item and Barker yielded the point. The match took place—not a hitch occurred. Barker won with ease. If he failed to show any remarkable play or new points it was simply because his opponent's play compelled no display of originality or brilliancy on the American's part, and Chas. Francis would never exhibit anything new unless compelled to, as his is essentially a waiting style of play.

Barker then challenged Smith and immediately left for Boston *on urgent business* as his excuse. As Smith immediately accepted with slight modifications,

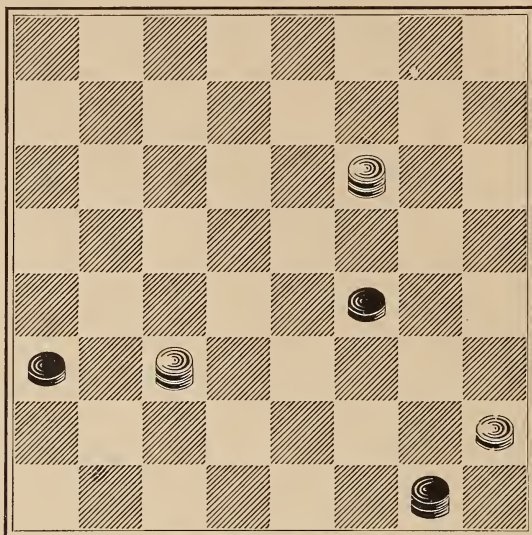
Barker's hasty departure was deemed exceedingly strange. After arriving on his native heath Barker issued a new challenge to Smith, and in order to silence controversy and hasten matters he assumed a dictatorial style which grated harshly upon the tender European feelings, and his demand for \$100 expenses was regarded as simply a subterfuge to avoid a match with an opponent whom he knew would not pay expenses. He furthermore "capped the climax" by assuming the title of "Champion of Great Britain." This latter claim was certainly hasty, as, being a non-resident, it could no more hold than Wyllie's once celebrated claim of "Champion of America." The fact that Smith will not allow expenses does not prove Barker cowardly in asking for same. He believes it right, and the best authority in America, Mr. A. J. Dunlap, of the *Turf*, considers Chas. Francis' position in this particular correct. His dictatorial challenge should have been modified considerably, as it had exactly the opposite effect to that desired. But all criticism of his play is ridiculous. He won the match fairly and outplayed his opponent, and where is the player in Europe that will *give or take* \$100 expenses and play Barker? The offer is perfectly fair; who will accept? We regret that Smith will not yield his point. We have the highest respect for his abilities as a draught player, and are proud to have him act as our European agent, and therefore trust that both the American champion and the English champion will each yield a little and let us have a contest that every draught lover in the world is anxious to see—a restricted match which must be won by merit.

Mr. Hefter desires to publicly announce his retirement from *cross-board play*. The time he can consistently devote to draughts will be more than occupied in doing justice to the readers of the REVIEW.

PROBLEM NO. 1.

By CHAS.-F. BARKER (CHAMPION OF AMERICA).

BLACK.



WHITE.

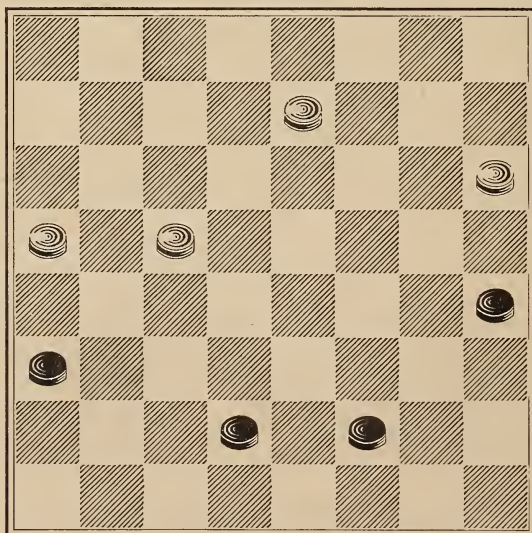
White to move and win.

(Won from Henry Shaw, Haverhill.)

PROBLEM NO. 2.

By JAS. P. REED (CHAMPION BLIND-FOLD PLAYER OF AMERICA).

WHITE.



BLACK.

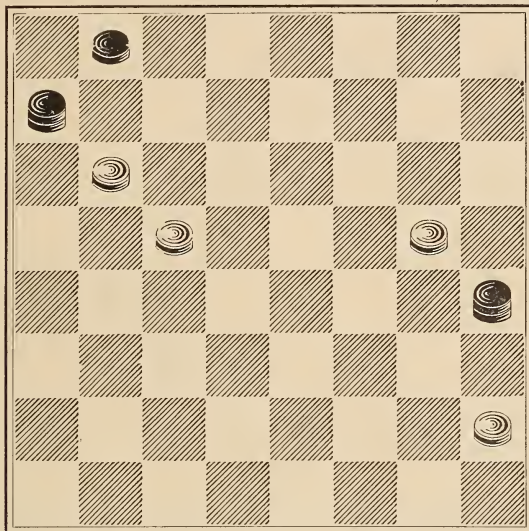
Black to move and Draw.

PROBLEM NO. 3.--"THE BLACKSMITH."

BY O. H. RICHMOND, GRAND RAPIDS, MICH.

*Many a workman this axiom hath learned:
 "Three irons in the fire, one is apt to get burned."*

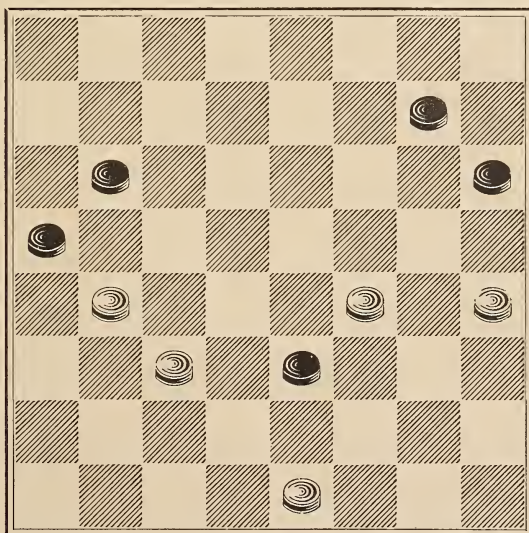
BLACK.



WHITE.

*White to move and win.***PROBLEM NO. 4.**BY FRANK DUNNE, DRAUGHTS EDITOR *Leeds (ENG.) Mercury.*

BLACK.



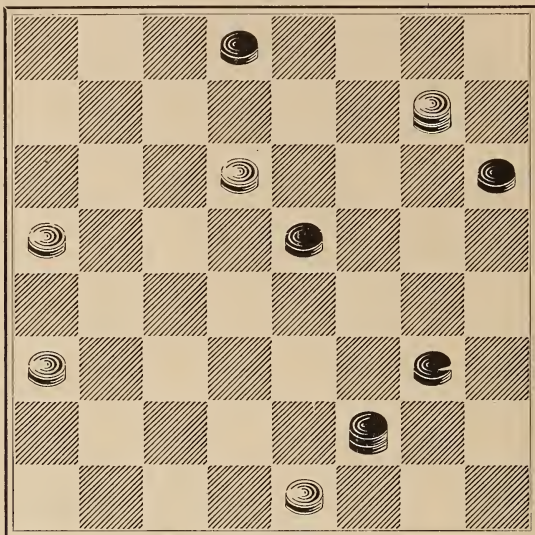
WHITE.

White to move and draw.

PROBLEM NO. 5.

BY M. H. C. WARDELL, DOWNSVILLE, N. Y.

BLACK.



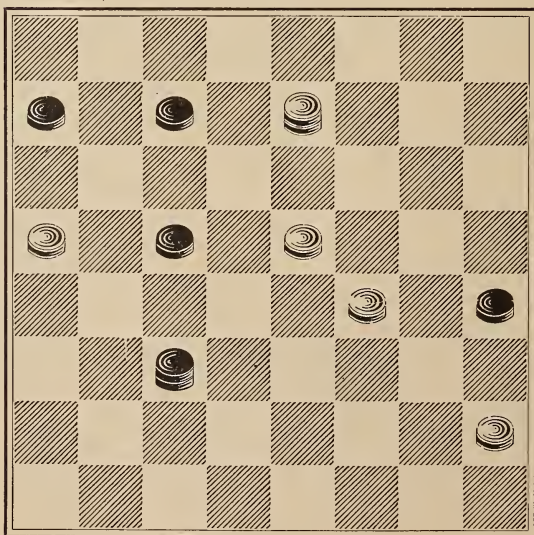
WHITE.

*White to move and win.***PROBLEM NO. 6.**

BY CHAS. HEFTER, CHICAGO, ILLINOIS.

(Ending won from Chas. Richmond.)

BLACK.



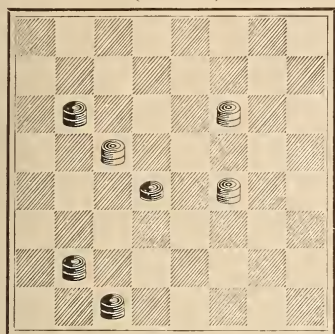
WHITE

White to move and win.

PROBLEM NO. 7.

By Lyman M. Stearns, draught editor
Derry News.

(WHITE.)



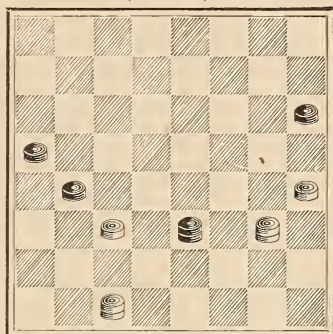
(BLACK.)

Black to move and win.

PROBLEM NO. 8.

By Mr. Isaiah Barker, Cambridgeport,
Mass.

(BLACK.)



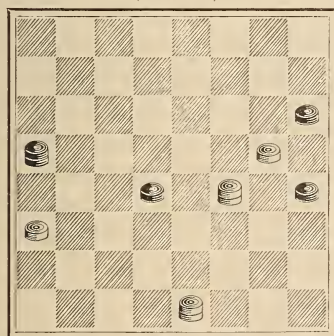
(WHITE.)

White to move and win.

PROBLEM NO. 9.

By Zach. Brogan, Leavenworth, Kas.

(BLACK.)



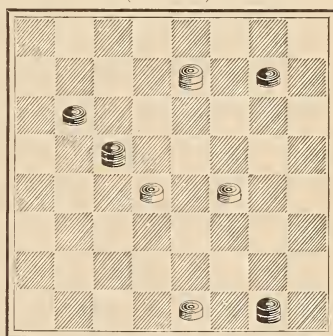
(WHITE.)

White to move and win.

PROBLEM NO. 10.

By Dr. A. Schaefer, New York.

(BLACK.)



(WHITE.)

White to move and win.

PROBLEMS FOR BEGINNERS AND STUDENTS.

Those of our readers who are timid about wrestling with the enigmas of such renowned experts as Messrs Barker, Reed, Richmond, Dunne, and Wardell, will find pleasure in solving the above neat positions.

Number 7, by Mr. Stearns, is one of the many neat little conceits for which this problemist is noted.

Number 8, by Mr. Isaiah Barker, is a new setting of a familiar and always neat practical ending.

Number 9, by Mr. Zach. Brogan, is very neat and deceptive; but "short and sweet."

Number 10, by Dr. A. Schaefer, furnished a very pleasant surprise for a local New York player.

PRIZE OFFER.

For the best set of solutions of problems in this issue we will give a Baker-Reed "Alma" book. No solution to any one problem to have more than one variation and the trunk.

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

SUBSCRIPTION RATES.

One dollar and fifty cents per annum in advance; for six months, one dollar, with privilege of completing year by remitting fifty cents additional; single copies ten cents.

Great Britain and Ireland, postage paid, seven shillings.

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Remittances should be made by money order, registered letter, postal note, or by New York or Chicago draft. Postage stamps are not desirable, but when it is found necessary to remit them, two-cent stamps are preferred.

THE AMERICAN CHECKER REVIEW will be issued promptly on the first and fifteenth of each month.

ADVERTISING RATES.

One dollar and fifty cents per inch, each insertion; fifteen cents per line. For special rates on large contracts address THE AMERICAN CHECKER REVIEW, 170 Madison Street, Chicago.

CHICAGO, MAY 1, 1888.

WHAT ARE WE HERE FOR?

AMIDST the wrecks of the *Draught Board, Bristol Draught Player, English Draught Player, Draught Players' Weekly Magazine, American Checker Player, New England Checker Player, The Board*, and "columns" too numerous to mention, the important question suggested is, "What is the REVIEW here for?" Our answer is, "We are here to fill a long felt want—that the draught players of America should have a first-class magazine entirely and exclusively devoted to their game. From every part of the United States we have been urged and encouraged to embark in such an enterprise. Almost every editor of draught columns—notably Messrs. Dunlap, Brown, Stearns, Terry, Truax, Dunne, Kear and Smith—

have offered every assistance within their power, and the result is we are here—if not for money, at least for a *little glory*, and to give you the benefit of almost the life experiences of our various editors of the noble game. We say a *little glory* because there is considerable glory connected with the successful issue of a draught magazine, and we desire the *greater glory* to be distributed among the vast army of checkerists of America, Europe and Australia. We want a certain share of glory to go to the players who will assist us with games, analyses and criticism; we want another share to go to the problemists and problem solvers whose contributions we seek; we want a share to go to the checker reporters, whose interesting news is eagerly sought for by our readers, and we want a *very large share* to go to the army of subscribers we will require to make our magazine a grand and lasting success. And with the latter object in view, we have distributed circulars broadcast, requesting you all to send us names and addresses of all checker players you know or *know of* whom we can reach and induce to share this large measure of glory. *That is what we are here for*, and as our object is everybody's object, we urge upon each and all of you to do *everything possible* to earn your share of the reward.

* *

SUBSCRIBE.

SUBSCRIBE immediately; do not delay a moment. Don't wait for further sample copies, but *subscribe at once*. If you are a Know-

nothing, subscribe; if you are a scrub, subscribe; if you are a third-rate or fourth-rate, subscribe; if you are a student, subscribe; if you are an expert, subscribe also. We want you all. We must have you all to make the AMERICAN CHECKER REVIEW a success. Whatever be your grade, we will assist you to advance, and, when you become an expert, you will more than ever require our assistance. Don't let any excuse deter you from subscribing; but send along the little trifle that we ask, and your *trouble* as well, and we will accept the one with thanks, and remove the other with pleasure.

At tremendous expense we have sent out an edition of *three thousand copies* of this number, and everything depends upon the *returns* therefrom. Players from all sections, from Maine to California, from Manitoba to Florida, have anxiously awaited this number with promises of subscription. *Keep your promises*, and if you have not promised *subscribe* anyhow. The greatest impediment to success in checkers has been lack of financial support. Don't let the REVIEW catch the old complaint. We have the choicest and best things in the checker world to offer you—select beauties for every grade and class of players. We are anxious to give them to you all. We want to do it, and it can only be done by minds free from any and all financial worryment. So again we repeat, *subscribe at once*, and all will be well.

Make the REVIEW a success, and subscribe!

CRITICISM.

WHEN this number reaches you we respectfully request every player to examine its contents in every department, and style of its appearance, then form an honest and candid opinion, and write it out and mail it to us. We want to know and digest your honest thoughts and reap the benefits thereof. Especially do we request this of all draught editors and well-known experts, such as Messrs. Janvier, Schaefer, Priest, Freeman, Heffner, Murgidge, Wright, Flemming, Gurley, Robinson, Cain, Fitzpatrick, and others too numerous to mention. Come one and all. We want to improve that which is not up to the highest standard in every respect.

BEGINNERS AND STUDENTS.

WE are disposed to devote special space to beginners and students, to encourage them in every way to investigate the beautiful mysteries of the *silent game*, and, should we receive sufficient encouragement, will be pleased to issue little pamphlets from time to time devoted entirely to their interests. We would, therefore, be pleased to hear from them; also, from all players who have not studied any from checker books, that we may judge what is wanted.

WHAT IS A STROKE PROBLEM?

AS judge of the *Checkerist* problem tournament, the above question naturally suggested itself, owing to the peculiar classi-

fication of problems by various authors as "Strokes" and "End Games," and we venture the following definition of the first style of problem: A *Stroke* problem is one whose condition is accomplished by a continuous, unbroken combination of forfeits and exchanges.

.

OUR PROBLEMS.

WE take special pride and pleasure in drawing attention to our problems. We doubt if the talent of such world renowned problemists as Messrs. Barker, Reed, Dunne, Richmond, Wardell and Hefter was ever before brought together in any one paper or magazine. We do not wish to single out any one problem for special comment, but know those who delight in solving neat endings will find many beautiful variations in each one; and as a special inducement to problem solvers, we offer a Baker-Reed "Alma" book for the best set of solutions received—no solution to contain more than one variation and the trunk.

.

THAT our game has been accepted as the popular in-door game in Australia and New Zealand is evidenced by the remarkable reception accorded "The Herd Laddie," James Wyllie, champion of the world, in his wonderful exhibitions. We are anxious to be on close and friendly footing with our brothers in the antipodes, and would be pleased to hear from the draughteditors of the *Australasian* and *Otago Witness* regarding the

establishment of an agency in that far-away land.

.

WE have appointed Mr. James Smith, the celebrated English champion, and editor of the *Northern Weekly Leader*, and Mr. J. W. L. Mowatt, the genial draughts editor of the *Aberdeen Free Press*, as our European agents. The price to European subscribers will be seven shillings, and we trust our English and Scotch cousins will be well represented in every department of our journal.

.

THE *Checkerist* tournament problems are now being investigated by the judges, Messrs. Hefter, Schaefer, Truax and Brown. Mr. Hefter, receiving the greatest number of votes, was appointed chairman, and will make the final award. With friend Terry's permission we will be pleased to publish the prize winning problems.

.

HAVE you filled out the list sent you? *If not, why not?* We want the name and address of every checker player in the land; we want the REVIEW to reach them. So don't delay your lists, but help us a little in the good cause.

.

SUBSCRIPTIONS received, also all correspondence, will be acknowledged in our next issue.

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ONLY a trifle—so don't delay!

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SUBSCRIBE! Don't hesitate.

GAMES.

This department is under the charge of Mr. Jas. P. Reed. We would deem it a favor if those sending games would add notes on the play. Games should be arranged as printed, in four columns of figures.

GAME NO. 1.—ALMA-WHILTER.

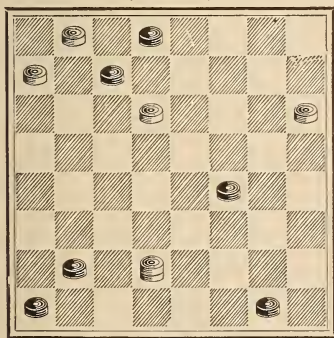
The following is a popular selection from Baker-Reed's "Alma":

11-15	31 26	5- 9	13 6
23 19	9-14	17 13	15-18
8-11	29 25	15-18	22 15
22 17	16-20	22 15	10-26
3- 8	19 16	10-26	6 2
25 22	12-19	30 23	26-31
11-16	23 7	11-15	27 23
26 23	2-11	25 22	20-27
7-11	26 23	6-10	2 7

and we have one of the most interesting and frequently played endings of the Alma-Whilter opening. But the subsequent play has been so scattered among draught books and columns that we take pleasure in showing its beautiful intricacies, as gathered together in the "Alma" book of Baker and Reed.

Diagram 1.

(WHITE.)



(BLACK.)

Black to move.

The old authors dismissed the ending as follows:

8-11 a	14-18	31-26	26-12
7 16	23 14	32 23	14 10

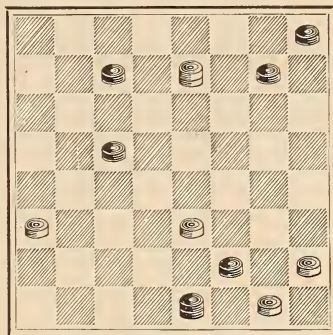
Draw.

(a) This neat and pretty draw did not suit the experts, and we find in all matches and exhibition games that the opportunities for intricate endings were wonderfully increased by retaining the piece and

attacking by 1-6 as in diagram 2, or by 8-12, as in diagram 3, as follows:

Diagram 2.

(BLACK.)



(WHITE.)

7 2 B	4- 8	32 28	14-21
6-10	11 4	16-20	23 14
2 7 C	12-16	4 8	27-32
8-12	28 24 A	15-18	24 19
7 11	10-15	21 17	20-24

Drawn.—Wright v. Schaefer.

(A) The celebrated problemist Dr. Brown once overlooked this move, and continued 4 8, 16-19, 23 16, 31-26, 32 23, 26-3; B. wins.

(B) Whites seem to have the choice of three variations here as follows:

(1)

7 3	3 7	7 2	2 6
8-12	6- 9	12-16	31-26

B. wins.—Williams v. Summers.

(2)

23 19	19 16	8 11	24 19
8-12	12-19	23-18	27-31
32 23	15 11	7 2	19 16
6- 9	4- 8	9-13	31-26
19 15	11 4	2 7	16 12
31-27	24-27	19-23	26-23
23 19	4 8	28 24	11 16
27-24	27-23	23-27	14-17

Drawn.—Barker v. Reed.

(3)

28 24	14-23	19 16	27-32
6 10	7 14	12-19	11 7
24 20	26-22	3 12	32-27
8-12	14 10	27-31	7 2
23 19	22-18	20 16	31-26
31-26	10 7	19-23	2 7
32 23	18-14	16 11	26-23
4- 8	7 3	23-27	7 11
23 18	23-27	12 16	Drawn.

Brown v. Feidler.

(C) The attempt to steal the imprisoned black on 27 by moving 23 19 here gives the following beautiful end game play:

23 19	14 10	19 16	11 7
8-12 (4)	22-18	12-19	23-26
32 23	10 7	3 12	7 3
4- 8 (5)	23-27	18-14	26-31
2 7 (6)	28 24	12 8	3 7
31-26 (7)	27-31	19-23	31-26
23 18 (8)	24 20	20 16	7 11
14-23	31-27	24-19	15-19
7 14	7 3	16 11 (9)	8 12
26-22	27-24	19-15	Drawn.

J. P. Reed.

(4)

8-11	10 6	15-10	3 8
32 23	31-27	16 12	14-18
4- 8	6 2	26-31	7 11
2 7	27-23	12 8	15-19
8-12	28 24	31-26	8 12
7 16	23-18	8 3	18-23
10-15	24 20	26-22	12 8
19 10	18-15	2 7	23-26
12-26	20 16	10-15	8 3

Drawn.—*Barker v. Reed.*

(5)

31-26	23-27	32-27	16-19
2 6	7 2	7 10	10 14
10-15	12-16	27-32	20-24
19 10	2 7	17 13	22 18
26-19	4- 8	8-12	24-27
6 9	7 10	14 17	18 15
14-18	16-20	12-16	19-24
10 7	21 17	17 22	28 19
18-23	27-32	19-23	23-16
9 14	10 7	13 9	Drawn.

Wright v. Dempster.

(6)

23 18	14-23	2 7	8-11 E
-------	-------	-----	--------

Drawn.—*Schaefer v. Dempster.*

(E)

31-26	27-31	18-14	19-23
7 14	24 20	11 4	7 10
26-22	31-27	12-16	14- 7
14 10	7 3	4 8	3 10
22-18	27-24	15-18	23-26
10 7	20 16	8 11	10 6
23-27	24-15	16-19	18-14
28 24	16 11	11 7	Drawn.

Wright v. Dempster.

(7)

8-11	12-26	26-30	14-18
7 16	10 6	1 6	21 17
10-15	31-27	30-26	
19 10	6 1	6 10	Drawn.

Williams v. Summers.

(8)

19 15	7 10	15 24	19 15
10-19	14-18	18-23	27-32
23 26	10 15	24 19	28 24
12-19	26-22	23-27	Drawn.

Barker v. G. W. Dearborn.

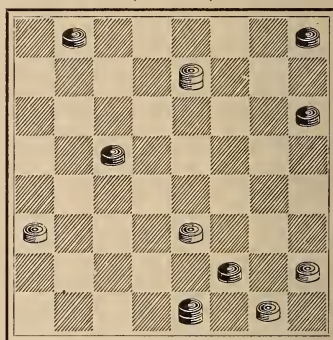
(9)

8 12	7 3	8 12	17 14
23-26	14-10	16-11	11- 7
16 11	21 17	12 8	8 3
19-15	26-23	10- 6	7- 2
12 8	8 4	8 12	B. wins.
26-31	23-19	6- 9	<i>Barker</i>
11 7	3 8	12 8	<i>and</i>
31-26	19-16	9-13	<i>Reed.</i>

Diagram 3.

The variation by 8-12 gives the following position:

(BLACK.)



(G)

4 8 16-19 23 16 31-26
B. wins.—*Dr. T. Brown.*

(11)

14-18 4- 8 H 16-20 15-10
23 14 14 10 23 27 7 2
31-26 16-11 12-16 1- 5
32 23 15 18 27 32 17 13
26-19 12-16 20-27 16-20
21 17 28 24 32 23 23 19
19-16 8-12 I 11-15 5- 9
10 15 18 23 10 7 Drawn.
J. P. Reed.

(H)

16-11 10 7 16-20 15 18
15 8 12-16 7 10 26-31
4-11 7 2 18-22 18 23
14 10 15-18 10 15
11-15 2 7 22-26 W. wins.
Allen v. Moore.

(I)

16-20 27-31 8-12 15-11
10 6 17 14 16 20 6 10
20-27 31-26 23-19 12-16
18 14 14 10 6 2 20 24
1-10 26-23 19-15 16-20
14 16 10 6 2 6 24 27
W. wins.—*J. P. Reed.*

(12)

16-19 12- 8 1- 5 8-11
23 16 14 10 14 9 28 24
31-26 8-11 5-14 11-16
32 23 21 17 10 17 24 20
26-12 4- 8 11-15 16-19
17 14 17 14 17 14 14 9
Drawn.—*Barker v. Wright.*

(13)

4- 8 14 17 24-27 17 14
32 23 16-20 J 21 17 10-17
26-19 18 14 27-31 13 22
17 14 20-24 K 14 9
1- 6 17 13 6-10 Drawn.
Heffner v. Barker.

(J)

6- 9 19-28 28-24 24-19
28 24 17 13 13 6 6 10
Drawn.—*Heffner v. Barker.*

(K)

19-23 23-19 20-24 24-27
17 22 22 17 17 13 21 17
Drawn.—*Heffner v. Barker.*

GAME NO. 2.--BRISTOL.

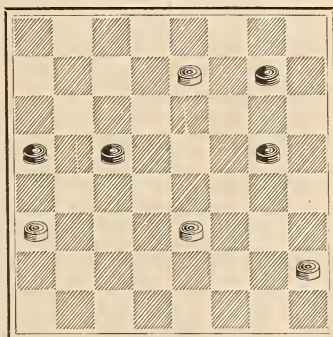
Played by correspondence between Mr.
f. P. Ketchum, of Madison, Wis., and Mr.
E. T. Baker.

BAKER'S MOVE.

11-16 9-13 9-14 20-27
23 18 17 14 10 6 31 15
7-11 8-12 1-10 5- 9
18 15 32 27 15 6 26 23
11-18 4- 8 2- 9 9-14
22 15 25 21 25 22 15 10
10-19 16-20 14-17 7-11
24 15 23 16 21 14 10 7
16-19 12-19 9-25 11-16
21 17 29 25 30 21
12-16 6- 9 3- 7
27 23 14 10 27 24

and we have this beautiful problem:

(BLACK.)



(WHITE.)

White to move and win.

28 24 24-27 23 14 27-23
16-20 2 6 8-11 19 15
24 19 27-31 9 6 11-18
20-24 6 9 31-27 10 15
7 2 14-18 6 10 W. wins.

GAME NO. 3.--BRISTOL.

Played at Chicago, between Robert
Freer and Charles Heffter.

FREER'S MOVE.

11-16 22 17 11-15 30 26
22 18 7-10 22 17 3- 8
16-19 27 24 6-10 27 23
23 16 2- 7 17 13 15-18
12-19 24 15 1- 6 13 9*
24 15 10-19 26 22 6-22
10-19 17 10 4- 8 26 17
25 22 7-14 32 27 18-27
9-14 29 25 8-12 31 6
18 9 8-11 22 17 Heffter
5-14 25 22 12-16 won.

* Always neat, though a familiar stroke.

GAME NO. 4.--FIFE.

Played at Pittsburgh, February, 1883,
between James Wyllie, champion of the
world, and James P. Reed.

11-15	28 19	6- 9	14 9
23 19	8-11	31 26	5-14
9-14	25 22	9-18	18 9
22 17	4- 8	26 23	8-11
5- 9	22 18 (1)	13-17	23 18
26 23	2- 6	23 14	12-16 "
9-13	18 15	17-21	19 12
24 20	11-18	25 22	3- 8
13-22	23 14	21-25	12 3
25 9	10-17	22 18	26-22
6-13	21 14	25-30	Wyllie
29 25	1- 5	27 23	won.
15-24	30 25	30-26	

(a) Finished very neatly.

(1)

In February, 1887, at Glasgow, Mr.
Reed varied and captured a game from the
"Herd Laddie," as follows:

23 18	23 18	2 7	15 11*
2- 6	7-10	24-27	19-15
31 26	14 7	7 10	11 8
10-15	3-10	27-31	15-11
19 10	18 14	26 22	8 4*
6-15	10-17	17-26	11-15
18 14	21 14	30 23	4 8
15-18	13-17	31-27	15-19
22 15	14 10	23 19	8 11
11-18	11-15	27-24	19-24
27 23	10 7	19 15	11 15
18-27	15-19	1- 5	24 28
32 23	7 2	10 14	15 19
8-11	19-24	24-19	Reed won.

GAME NO. 5--DOUBLE CORNER.

Played at Chicago, March 27, 1887,
between J. H. Workman and Charles
Hefter.

HEFTER'S MOVE.			
9-14	14-23	15-24	10-14
22 18	26 19	28 19	17 10
5- 9	9-14	4- 8	6-31
25 22	27 24	25 22	26 22
11-16	8-11	2- 6	12-19
29 25	24 20	32 28	8 4
16-19	6-10	8-11	7-11
24 15	30 26	31 27 a	Hefter
10-19	11-15	14-18 *	won.
23 16	22 17	22 8	

(a) Permitting a neat stroke.

GAME NO. 6---FIFE.

Played at Chicago, July, 1887, between
J. T. Denvir and Professor F. A. Fitz-
patrick.

DENVIR'S MOVE.

11-15	19-26	4- 8	10-17
23 19	30 5	29 25	21 14
9-14	15-19	8-12	2- 6
22 17	24 15	25 21	14 9
5- 9	10-19	11-15	6-10
17 13	31 26	27 24	22 18*
14-18	7-10	12-16	15-31
19 16	25 22	13 9*	24 6
12-19	8-11	6-13	1-10
26 23	21 17	17 14	32 27

Drawn.

GAME NO. 7---SINGLE CORNER.

Between the same players.

FITZPATRICK'S MOVE.

11-15	4- 8	6-22	3- 8
22 18	27 23	26 17	10 7
15-22	6-10	1- 6	8-11
25 18	25 22	23 19	7 3
12-16	10-17	6-10	11-16
18 14	22 13	32 27	3 8
10-17	8-12	11-16	19-24
21 14	26 22	19 15	28 19
9-18	7-10	10-19	16-23
23 14	22 18	27 24	8 11
16-20	2- 6	20 27	23-27
29 25	30 26	31 15	17 14
8-11	10-15	16-19	27-31
24 19	19 10	15 10	14 10

Drawn.

GAME NO. 8---BRISTOL.

From Gould's match games as played
between L. L. Hodges, of Buffalo, N Y.,
and James Wyllie, champion of the world.

11-16	4- 8	8-12	15-31
22 18	29 25	27 24	24 6
8-11	9-14	3- 8	13-22 a
24 20	18 9	25 22	30 26 1
16-19	5-14	6- 9	1-10
23 16	22 17	31 27	B wins.
12-19	11-15	9-13	
25 22	20 16	22 18	

Variation and note by Percy M. Bradt,
of Omro, Wis.

(1)

27 24	12-19	24 15	1-19
-------	-------	-------	------

B. wins.

(a) Mr. Wyllie jumped 1-10, allowing Mr.
Hodges to win neatly, but 13-22 breaks the
combination.

THE

American Checker Review,

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, MAY 15, 1888.

No. 2.

THE MATCH PLAYERS.

Some six or eight weeks ago James P. Reed challenged Charles F. Barker for the title of champion of America, but received no response until the *Turf* of May 4th appeared, wherein Champion Barker demands expenses if match is played in New York, and expresses a desire to meet Champion Smith first, if the various draughts enthusiasts raise the expense-money (\$100) required. Too impatient to await developments, Reed wrote the Boston players to arrange a match with Ex-Champion Heffner, for May 28, stakes of \$150 a side, fifty games, wins and draws to count. But here again some difficulties seem to have arisen, and in the *Turf* of May 11th we find the following short and pointed article :

PITTSBURGH, Pa., May 8, 1888.

DRAUGHT EDITOR *TURF, FIELD AND FARM*:—Although I wrote Heffner that I would play him in Boston, I have not heard from him or his friends. You stated it was in New York, but it was in Boston that I offered to play him, and have come to the conclusion that he does not want to play, and have sent articles signed to Barker, agreeing to allow him the \$25 for expenses to play in New York, June 4, which I hope he will accept without further controversy.

Yours truly, JAMES P. REED.

Since our co-editor has suffered defeat three times at the hands of Champion Barker, we think he is entitled to the credit of having unusual pluck, and while our sympathies may lean a little toward Mr. Reed, we only ask that the match be well played, and that the best man may win.

BARKER AND MARTIN'S MATCH GAMES.

We are in receipt of this neat little book, containing the games of the late International Match between Charles F. Barker, champion of America, and Robert Martin,

the eminent British expert. These games have occasioned such a variety of opinions from the various draught editors and analysts, that we think all our readers would like to critically examine the play, and pass their own judgment thereon. The price is only twenty-five cents. Send the amount in stamps to our address, and see how great matches are lost and won.

CRITICISMS.

Among the many letters of commendation we have received, we take pleasure in giving the following :

DENVER, COLO., May 7, 1888.

American Checker Review:

GENTLEMEN:—Your *Multum in Parvo* (the REVIEW) has been critically inspected by me, and it would be very ungenerous not to express my high appreciation of its merits. Its typography is of the highest standard, the diagrams clean and bold, the games excellently arranged, and, in short, it is the quintessence of checker literature.

If the checker public does not work for its highest success, then there is no appreciation in it.

We will do our share from this end toward its full support, as we shall "wake the boys up" from their long lethargy. Let the "fraternity" resolve to do its duty only, and we will enjoy this work of excellence for years to come.

We are happy that you have resurrected the Grand Rapids "puzzler" from his long sleep; that the Downsville "enigmatist" once again bows proudly before the curtains; that the profound "blind man" is one of your hearty supporters; that the brothers from the "Pork and Bean Hub" are on "deck;" that the modest Freeman, the deep-thinking Heffner, the analytical Dunne, the philosophical and skilled Hefter, and a host of the "mighty" are enlisted in the success that awaits you.

We are ready to sing the paeans of praise loudly, and will "show up" as well as one of the "lesser lights" possibly can.

Yours in the cause,

R. A. GURLEY.

LA FAYETTE, IND., May 5, 1888.

American Checker Review:

FRIENDS HEFTER & CO.:—The "grand old game" has been allowed to lapse into "innocuous desuetude" in this particular section of Uncle Sam's wide domain, and I have been suffering with checker dyspepsia, so to speak; but on being the recipient of the initial number of the AMERICAN CHECKER REVIEW, the bi-monthly mouthful was so highly seasoned that I have been appetized into a desire for the whole annual meal, and enclose you a P. O. order for the financial *quid pro quo*. The work you have undertaken is an onerous but much-needed one, and I hope that every number of the 3,000 you have issued will be responded to with the money and GRATEFUL ALACRITY. Please excuse haste, and believe me to be

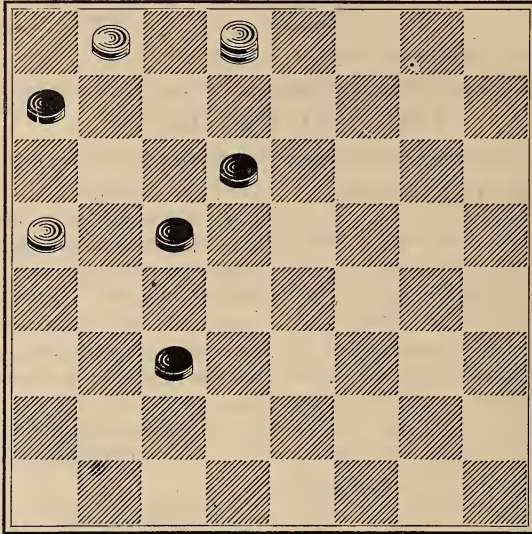
Your sincere well-wisher,

D. CARSTAIRS.

PROBLEM NO. 11.

BY JAS. P. REED, PITTSBURGH, PA.

WHITE.



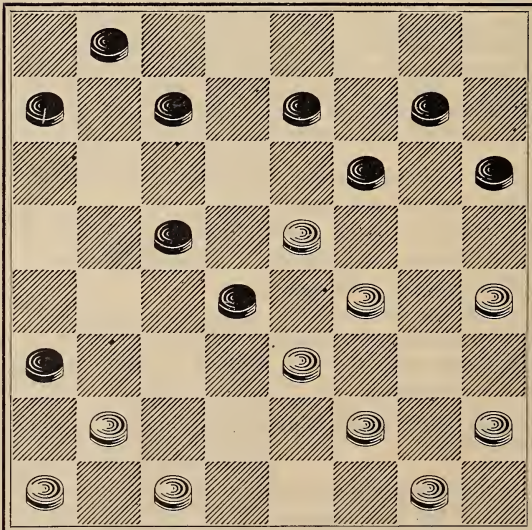
BLACK.

White to move and Black to draw.

PROBLEM NO. 12.

BY E. A. DURGIN, BOSTON, MASS.

BLACK.



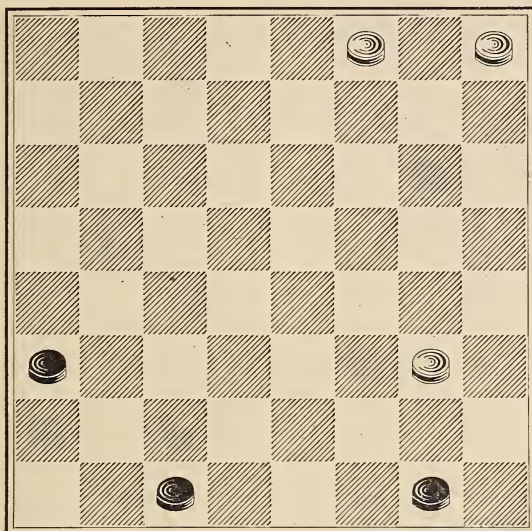
WHITE.

White to move and draw.

PROBLEM NO. 13.--MOTTO. "THE OPPORTUNE."

BY ZACH. BROGAN, LEAVENWORTH, KAS.

WHITE.



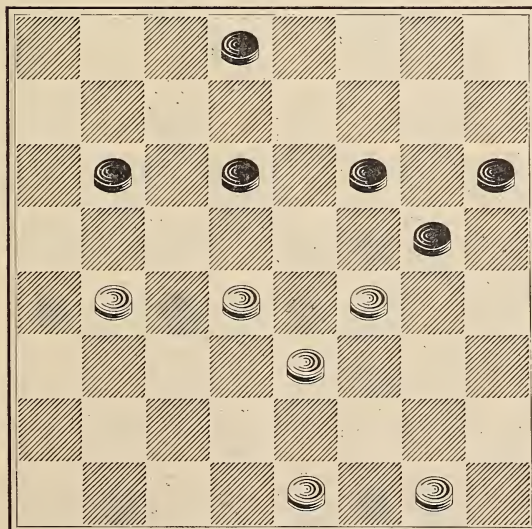
BLACK.

Black to move and win.

PROBLEM NO. 14.

BY GEO. W. BROWN, WARREN, MAINE.

BLACK.



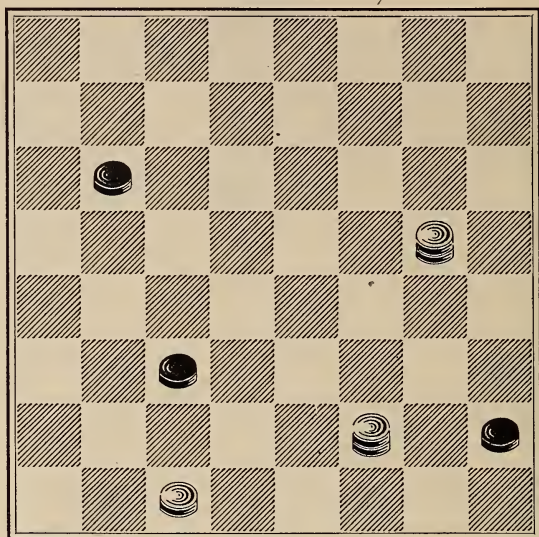
WHITE.

White to move and win.

PROBLEM NO. 15.

By J. R. YOEMANS, MIDDLESBROUGH, ENGLAND.

BLACK



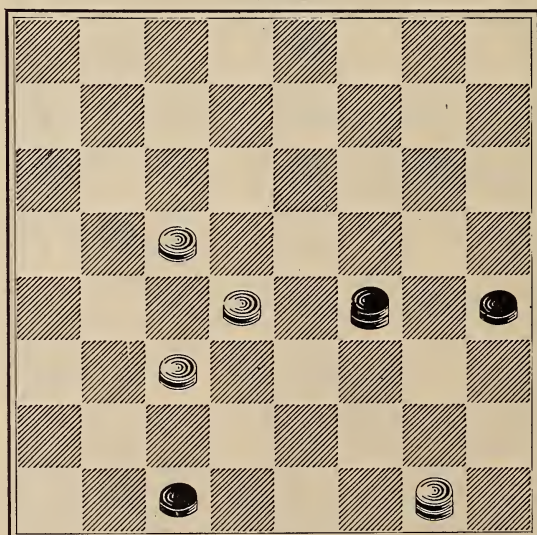
WHITE

Black to move and White to win.

PROBLEM NO. 16.

By MR. JOHN AITCHISON, NEW-CASTLE-ON-TYNE, ENGLAND.

WHITE

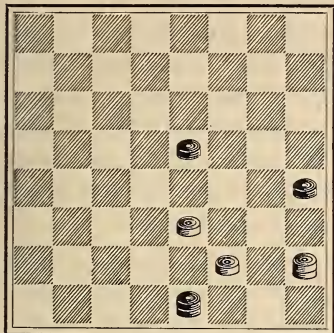


BLACK.

Black to move and draw.

PROBLEM NO. 17.

By Dr. W. B. Banks, Detroit.
(BLACK.)



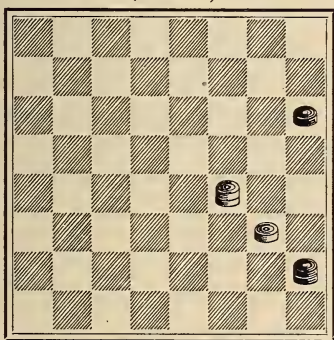
(WHITE.)

White to move and win.

PROBLEM NO. 19.

FIRST POSITION.

By Joshua Sturgis.
(BLACK.)

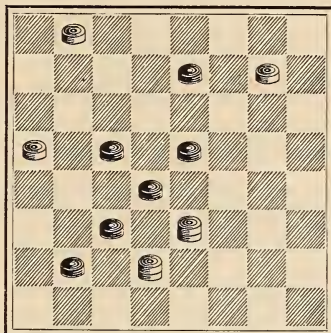


(WHITE.)

White to move and win.

PROBLEM NO. 18.

By Dr. W. B. Banks, Detroit.
(WHITE.)



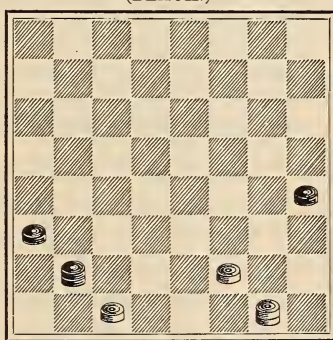
(BLACK.)

Black to move and win.

PROBLEM NO. 20.

SECOND POSITION.

By Joshua Sturgis.
(BLACK.)



(WHITE.)

White to move and win.

At the commencement of a game, the black men occupy the squares numbered from 1 to 12, and the white 21 to 32. *Black always moves first.*

PROBLEMS FOR BEGINNERS AND STUDENTS.

Numbers 17 and 18, by Dr. W. B. Banks are both exceedingly neat, number 17 occurring in actual play. Number 18 is one of the prettiest stroke problems we have lately seen. Both should be solved without moving any of the pieces.

Number 19, "The First Position," occurs oftener than any ending on the checker board. It can

be produced in countless ways when there are additional pieces, and *must* be as familiar to every student as the English alphabet.

Number 20, "The Second Position," is of equal value, though it does not occur so often. Beginners should study the ideas involved, note the advantages of having the move, and be able to force the win whenever the position occurs.

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

SUBSCRIPTION RATES.

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CHICAGO, MAY 15, 1888.

OUR SECOND NUMBER.

WE trust those who have been waiting to see how Number 2 of the REVIEW shows up before subscribing, will hesitate no longer, but send in their subscriptions at once. The edition of Number 1 was exhausted before we could supply a great many whose names were sent in, so we are issuing a still larger edition of this number; but all who have not sent in their subscriptions by June 1 will receive no more copies gratis. We intend to improve as each number is issued, and we hope our willingness and ability to do so will be no longer questioned.

OUR PROBLEMS.

PROBLEM No. 11, by Jas. P. Reed, corrects the conditions of No. 205, Gould's Book, by Fred.

Allen, and is notable as being the first correction in the celebrated Leeds problemist's section.

Problem No. 12, by Mr. E. A. Durgin, the talented draughts editor of the Boston *Globe*, occurred in play with Mr. W. Busby, and is one of the finest endings we have ever seen of the beautiful Laird and Lady game.

Problem No. 13, by Zach. Brogan, will be found exceedingly neat and interesting to our many solvers.

Problem No. 14, by George W. Brown, is a very neat and deceptive ending of the Edinburgh opening.

Problem No. 16, by J. R. Yoemens, Middlesborough, England, (the peer of any living problemist,) was originally published in the Chicago *Field* over ten years ago, and formed the principal subject of an anecdote in which Mr. Hefter played the victorious hero, and the usual know-all-know-nothing stranger the victim. The conditions given were: Black to move, white to win. About three years ago, Mr. Hefter resurrected the problem, tried another defense, and, failing to find any win, republished the position in the *D. P. W. M.* as: Black to move and draw; and now Mr. Yoemens' keen problematical eye detects a few hidden intricacies overlooked by our problem editor, and again this little puzzler blossoms forth as Prize Problem No. 267 of the *Northern Leader*, with the original conditions restored. Mr. Jas. Tonar, the prince of problem-solvers, captured the solution prize.

Problem No. 17, by Mr. John Aitchison, New-Castle-on-Tyne,

England, presents a similar experience for the Middlesborough expert. It was first published as No. 264 of the *Leader*, as: Black to move and draw, and somewhat later reappeared as Prize Problem No. 273, by J. T. Jackson, of Hartlepool, as: Black to move and White to win, and the prize was awarded by Champion James Smith to Mr. R. Russell, of Gateshead, whose solution was so fine and complete that it evoked the following acknowledgment from the author :

"Solution 273 I regard as a fine conception of the strategem, and should, I think, prove a satisfaction to all lovers of draughts, and may be utilized with admiration, conveying to their minds a great distinction between Mr. Russell's win and the draw I had originally given. Thanks to Mr. Jackson for his discovering the error I had made, and admit he has surprised me very much. I wish to congratulate Mr. R. on his success in securing the prize. It reflects great credit on him, and the careful examination he has proved throughout the whole solution is highly commendable."

It certainly seems strange, after such varied investigation, that Mr. Aitchison should deem the original conditions correct. But problems like Nos. 11 and 12 are so deceptive that our readers need not be surprised at such variance in results. As both positions are well worthy the attention of our solvers, we desire to offer a Barker-Martin match book for the best solutions received before June 1—solutions to consist of not more than three variations and trunk. Readers of the *Leader* will kindly refrain from entering in this contest.

CHECKER CHATTER.

MR. W. BOWE, the well-known New York expert, is making mat-

ters interesting for the San Francisco players. We give the first game played, which he captured in fine style.

* *

MR. GEO. FLETCHER has recently retired from the *Canadian Checkerist*. Please glance this way, George; the REVIEW wishes a sight of your excellent contributions.

* *

OUR Atlanta (Ga.) correspondent promises the largest city subscription list for the REVIEW—an honor which, we trust, will bestrenuously sought for by the various draught centers.

* *

DR. SCHAEFER, the champion of New York, is busy preparing some good things for the REVIEW. Those who have had the pleasure of studying the Doctor's style know they will be worth having.

* *

WHEN Jimmie Reed goes to Boston, we hope to hear from Freeman, Kirkwood, Bugbee, Littlefield, Durgin, Merry, Parrow, Hill, and all the experts who have made the "Hub" and its vicinity famous. We venture to predict that our co-editor will cheerfully and eagerly give all the boys a chance.

* *

THE "Black Doctor" is becoming exceedingly popular. We have Dr. Truax's book, and now Ex-Champion Freeman is going to give the Doctor a whirl, and so are Messrs. Schafer and Kelly, and Jimmie Reed thinks he has some *dark prescriptions* which the checker public wants to swallow. Come along, boys—but one at a time, please.

GAMES.

This department is under the charge of Mr. Jas. P. Reed. We would deem it a favor if those sending games would add notes on the play. Games should be arranged as printed, in four columns of figures.

GAME NO. 9--OLD FOURTEENTH.

The following variations, chiefly selected from Drummond's works, are especially commended to students, though they will be found equally interesting to experts :

11-15	9-14	13-22	7-11	} 1
23 19	18 9	25 9	22 18	
8-11	5-14	6-13	3- 7	} 2
22 17	26 23	29 25	18 14 (3)	
4- 8	1- 6 A	8-11 B	10-17	
25 22*	30 25	25 22	21 14	
9-13*	15-18	11-15	13-17	
27 23	22 15	24 20	19 16	
6- 9	11-27	15-24	12-26	
23 18	32 23	28 19	31 13	

Drawn.

(1)

31 27 a	13 9	1 6*	13 6
3- 7	7-10	2- 9	32-28
27 24	9 5	21 17*	6 2
13-17*	11-15	18-27	10-15
22 13	5 1	17 13	
10-14	15-18	27-32	Drawn.

(a) This forms a very neat and deceptive ending.

(2)

31 26	12-19	26 23	6- 9
11-15	23 16	2- 6	20 16
19 16	10-14	16 12	15-19

B. wins.

(3)

31 26	23 16	26 23	7 3
13-17	7-10	17-22	31-27
21 14	16 7	14 10	3 7
10-17	2-11	22-26	27-18
19 16	18 14	10 7	7 16
12-19	10-15	26-31	Drawn.

(A)

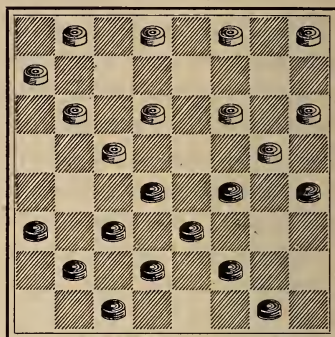
At this stage, Blacks have the choice of two other variations—1-5 and 2-6. The former loses very prettily, as follows :

1- 5	2- 6	15-24	10-15
30 25	22 18*	28 19	20 16
5- 9	13-22	12-16	11-20
32 27	24 20*	19 12	18 2

W. wins.

But 2-6, though often published as a loss, admits of a very neat draw, as follows :

(WHITE.)



(BLACK.)

White to move and Black to draw.

2- 6	15-24	7-16	25-30
24 20	28 19	20 11	26 22(10)
15-24	8-11	1- 6 (9)	10-14
28 19	19 16	11 7	7 2
6- 9	12-19	14-18	14-18
30 26	23 16	17 14	2 9
11-15 (7)	11-15 (8)	18-25	18-25
32 28	16 11	14 5	29 22

Drawn.

(4)

11-15	30 26*	15-24	22 18
-------	--------	-------	-------

W. wins.

(5)

10-15 b	13-22	3- 7*	23-27
19 10	30 26	6 2	2 7
6-15	22-31	7-11	27-31
17 10	32 28	29 25	7 16
7-14	31-24	15-18	31-27
31 27	28 1	23 19	
1- 6 (6)	11-15	18-23	Drawn.
22 17	1 6	25 22	Wm. Logan.

(b) We think Mr. I. P. Ketchum, of Madison, Wis., has considerable analysis on this variation, all resulting in white wins, and would be pleased to have him enlighten us on any improvement of Mr. Logan's beautiful draw.

(6)

12-16	1- 5	13-17	10-14
27 24	24 19	18 9	9 6
8-12	15-24	5-14	23-27
32 28	28 19	23 18*	6 2
3- 7	7-10	16-23	27-31
30 25	22 18	18 9	2 6

W. wins.

29-25
N. Wins

(7)

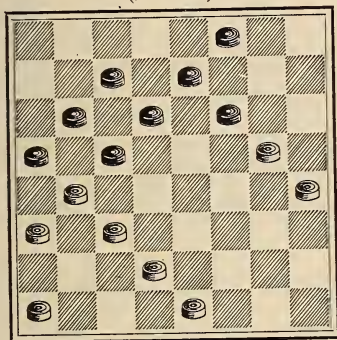
1-5	15-24	8-12	12-16
32-27	27-20	16-11	26-23
11-15	12-19	7-16	16-20
20-16	23-16	20-11	31-27

W. wins.

(8)

We think the following neat loss by 1-6,
for 11-15, worthy of illustration:

(BLACK.)



(WHITE.)

White to move and win.

26-23	22-18*	16-11	20-11
11-15	15-22	7-16	W. wins.

(9)

14-18	18-25	3-10	15-19
17-14	14-7	29-22	11-7
			W. wins.

(10)

7-2	9-6	1-5	9-14
30-23	10-14 (11)	23-19	18-23
2-9	5-1	5-9	
15-19	19-24 (12)	14-18	Drawn.

(11)

10-15	18-23	16-20	18-14
6-10	5-9	7-11	16-11
23-18	8-12	23-18	15-19
7-1	9-5	11-16	11-15
3-8	12-16	19-23	
1-5	10-7	29-25	W. wins.

(12.)

14-18	6-9	18-23	29-25
6-10	23-18	9-6	22-29
19-24	21-17	23-18 (c)	10-7
1-6	24-28	14-9	3-10
18-22	17-14	28-32	6-22
			W. wins.

(c) I think 28-32 draws easily. C. Hefter.

(B)

The following is a very popular variation
at this stage :

13-17	24-20	6-9	19-15
21-14	7-10 (15)	17-13	11-18
10-17	22-17	10-14	2-11
25-22 (13)	3-7	13-6	26-31
17-26	28-24	14-23	11-15
31-22	2-6	6-2	18-23
8-11 (14)	23-18	23-26	Drawn.

J. P. Reed v. Jas. Smith.

(13.)

19-16	24-19	13-9	21-17
12-26	11-15	14-17	22-26
31-13	19-10	25-21	17-13
8-11	7-14	17-22	Drawn.

J. P. Reed v. Jas. Smith.

(14)

7-10	3-7	7-11	2-6
23-18	22-17	24-20	17-13
			W. wins.

(15)

11-16	7-16	16-19	12-19
20-11	19-15 (16)	23-16	15-10
			Drawn.

(16)

22-18	3-7	18-15	16-20
			B. wins.

GAME NO. 10.--DYKE.

Arranged by Chas. Hefter.

11-15	21-17	11-16	27-24
22-17	5-9	32-27	8-12
9-14	17-13	4-8	31-27 b
25-22	2-6	18-15	17-22 c
15-19	30-25	9-14	26-10
24-15	7-10 (1)	29-25	19-26
10-19	22-18*	14-17	24-20
17-10	15-22	25-21	16-19
6-15	25-18	10-14	27-24
23-16	8-11*	13-9 a	19-23
12-19	27-23*	6-13	20-16
			Drawn.

The above game is from Gould's match-book, page 155, as played between Jas. Smith, champion of England, and the famous North-England expert, J. L. Richmond.

(1)

9-14	26-23*	19-26	22-18
			W. wins.

Mr. Wyllie captured this neat win from Dr. Schaefer.

(a) This move is original with Jas. Mudgridge, the celebrated Buffalo expert and corrected Mr. H. Z. Wright, who lost

to Mr. J. T. Denvir by the following beautiful ending:

27 24	20-27	13 6	8-11
16-20*	31 24	1-19	15 8
23 16	6- 9	24 15	3-19

B. wins.

(b) This loses. The following play draws:

24 20	18-27	26 19	23-26
14-18	31 24 (2)	16-23	20 16
21 14 (3)	19-23	14 10	Draws.

(2)

20 11	31 24	26 23	24 19
12-16	16-20	19-26	B. wins.

(3)

23 14	26 19	14 10	Black
19-23	16-23	17-22	for choice.

(c) Mr; Richmond missed a neat win by

16-20	12-19	14-18*	18-23*
23 16	15 11	21 14	B. wins.

GAME NO. 11.--BRISTOL.

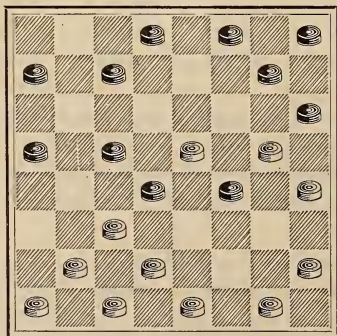
Played at Chicago between Chas. Hefter and L. B. Starkweather.

HEFTER'S MOVE.

11-16	24 20	7-14	24 20
23 18	16-19	20 16	1- 5
10-14	21 17	5- 9	
18 15	9-14	27 24	
14-18	17 10	9-13	

And Mr. Starkweather surprised us with the following beautiful win:

(BLACK.)



(WHITE.)

White to move and win.

28 24*	25 21*	29 22	22 17
19-28	18-25	12-19	W. won.

GAME NO. 12.--CROSS.

Played between T. T. Smith and G. B. Allen, at Springfield, Mass.

11-15	19 15	19-23	29 25
23 18	4- 8	14 10 b	9-13
8-11	22 17	7-14	18 9
27 23	14-18	25 22.	5-14
10-14	17 14	6-10	22 18
23 19	2- 7	15 6	14-17
14-23	31 27	1-10	21 14
19 10	16-19	28 24 c	10-17
7-14	24 20	8-11 d	25 21
26 19	18-23 a	24 19	17-22
11-16	27 18	3- 7	19 15

Allen won.

(a) Now he sees it.

(b) Now he don't.

(c) If 22 17, 23-26 will spoil the fun.

(d) 3-7 is best.

GAME NO. 13.--SINGLE CORNER.

Played at San Francisco, between Mr. Bowe, the New York amateur, and Mr. Shotwell, a local expert.

Bowe's move.

11-15	8-12	9-13	2- 7
22 18	19 16	25 22	12 8 a
15-22	12-19	5- 9	3-12
25 18	23 16	23 19	21 17 b
12-16	4- 8	11-16	11-15*
29 25	16 12	26 23	18 2
16-20	8-11	7-11	10-14
24 19	27 23	31 27	B. won.

(a) Very clever.

(b) Rather hasty—28-24 draws.

GAME NO. 14.--PAISLEY.

By James P. Reed, Pittsburgh, Pa.

11-16	9-13	8-12	3-10
24 19	18 9	27 24	14 7
8-11	5-14	20-27	27-31
22 18	19 15	31 15	7 3
10-14	13-22	16-19	31-27
25 22	25 9	15 11	17 14
16-20	10-19	12-16	27-23
30 25	24 15	25 22	28 24
11-16	6-13	16-20	23-30
28 24	23 18	21 17	24 15
4- 8	16-19	20-24	30-26
22 17	29 25	18 14	22 18
7-10	12-16	24-27	26-22 b
32 28	15 10 a	10 7	

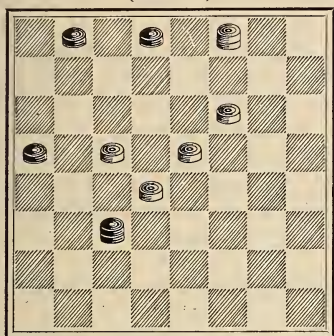
(a) Drummond leaves it here as a black

White M

win, but Jas. Tonar in games 2247, *Glasgow Herald*, continues the game for a draw.

(b) Mr. Tonar gives 14 10 next, but over-looks a neat win as follows:

(BLACK.)



(WHITE.)

3 8	2-11	12 19	14-17
1- 5	15 8	13-17	7 10
8 12	17-14	19 23	22-25
22-17	18 15	17-22	10 14
14 10	14- 7	7 3	17-21
5- 9	15 11	9-14	22 26
11 7	7-16	3 7	W. wins.

GAME NO. 15-WHITE DYKE.

By D. Pitcher, Fond-du-Lac, Wis.

11-15	9-18	16-20	12-16
22 17	23 14	28 24	24 19
8-11	15-18	4- 8	8-12
17 14	26 23	30 26	15 11
10-17	11-16	6- 9	20-24 a
21 14	24 19	19 15	B. wins.

(a) Mr. Pitcher is only seventy-four years old, and has been winning by this stroke for only forty years.—Ed.

SOLUTIONS.

No. 1, by Chas. F. Barker.

B., 19, 21, 32*. W., 11*, 22*, 28. W. to win.

22 26	11 16	31 26	26 22
32-27	21-25	25-29	
26 31	16 20	20 16	White
27-23	23-18	18-23	wins.

No. 2, by Jas. P. Reed.

B., 6, 7, 12, 13. W., 19, 20, 21, 26. B. to draw.

* Denotes a king.

7-10 (1)	16 11	6- 9	13 17
20 16	17-22	2 6	27-18
10-14	11 7	26-31*	17 10
26 23	22-26	6 13	18-15
13-17	7 2	31-27	Drawn.

(1)

6-10 (2)	10-14	14-18	7-16
26 22*	19 15 (3)	15 11*	22 15

W. wins.

(2)

6- 9	19 15	9-14	26 22
------	-------	------	-------

W. wins.

(3)

20 16	16 11	19 12	11 7
7-10	12-16*	10-15	14-18

Drawn.

No. 3, by O. H. Richmond.

B., 1, 5*, 20*. W., 9, 14, 16, 28. W. to win.

16 12	19-15	8 12 (a)	17-13
20-16	12 8*	22-17	12 16
28 24*	15-18	14 10	5- 9
16-11	8 3	5-14	16 19
24 19	18-22	7 3	9-14
11-16	11 7*	14- 7	19 23
19 15	22-18	3 10	14-17
16-19	3 8	1- 5	23 18
15 11*	18-22 (1)	10 6*	W. wins.

(1)

18-15	18-22 (2)	18-15	10-19
7 3	3 7*	16 20	20 24
15-18	22-15	15-10 (3)	
8 12	12 16	9 6	W. wins.

(2)

18-15	3 7	15-10	9 6
-------	-----	-------	-----

W. wins.

(3)

15-18	5-14	14- 7	18-23
14 10	7 3	3 10	20 24

W. wins.

(a) Key move.

No. 4.

Wait for game in No. 3.

No. 5, by M. H. C. Wardell.

B., 2, 12, 15, 24, 27*. W., 8*, 10, 13, 21, 31. W. to win.

8 11	31 27	17 14	5 1
15-19	23-32	20-24	31-27
11 16	16 23	9 5	9 6
27-23	12-16	24-27	27-18
13 9	21 17	14 9	1 5
24-28	16-20	27-31	W. wins.

No. 6, by Chas. Hefter.

B., 5, 6, 14, 20, 22*. W., 7*, 13, 15, 19, 28.

W. to win.

7 10 (5)	18-11	19 15	6-13
22-18 (1)	17 14	7- 2	15 10
10 17	11- 7	13 9*	W. wins.

(1)

22-26	12-16	10-15	16-11
10 17	11 8	17 22	14 18
26-23	16-11 (2)	15-19	11-16
19 16	8 3	22 26	26 31
23-19	11-16	16-12	16-11
15 11	3 7	7 10	31 27
19-12	6-10	12-16	19-23
17 14	14 17	10 14	27 32

W. wins.

(2)

16-19	3 7	10-15	17 22
8 3	6-10	7 11	
19-23 (3)	14 17	23-18 (4)	W. wins.

(3)

20-24	6-10	10-15	24-27
3 7	14 17	17 14	7 11
			W. wins.

(4)

15-19	11 16	20-24	17 22
			W. wins.

(5)

19 16	7 10	10 1	28 19
10-14*	20-24*	22-18	18-20
			Draw.

No. 7, by Lyman M. Stearns.

B., 3*, 8*, 15, 24*. W., 14*, 19*, 22*.

B. to win.

15-18	8-11	24-15	15-10
22 15	15 8	8 12	B. wins.

No. 8, by Isaiah Barker.

B., 12, 13, 17, 23*. W., 20, 22, 24*, 30*.

W. to win.

30 26*	24 27	27 31	31 13
23-30	17-26	13-17	W. wins.
			1st position.

No. 9, by Zach. Brogan.

B., 12, 13*, 18, 20. W., 16, 19*, 21, 31*.

W. to win.

21 17	13-22	31 27	W. wins.
-------	-------	-------	----------

No. 10, by Dr. A. Schaefer.

B., 8, 9, 14*, 32*. W., 7*, 18, 19, 31.

W. to win.

31 27*	14-16	7 3	W. wins.
--------	-------	-----	----------

SOLUTIONS RECEIVED.

To date we have received solutions from the following: W. C. Parrow, T. B. Pancoast, "Warren," Wm. Fleming, Wm. Haynes, A. D. Anderson, S. I. Hook, N. M. Linton, H. H. Tyson, W. H. Bailey, Geo. Fletcher, Sergt. Weldin, D. Pitcher, Geo. F. Bixby, Wm. Robinson, H. S. Wood, M. E. Pomerooy, John Carmichael, J. Drouillard, Dr. M. B. Banks, B. D. King, L. M. Stearns, Thos. Finn, J. E. Bonney, J. F. Weaver, "Brazilian" and Wm. Fleming.

**

CONTRIBUTIONS RECEIVED.

Chas. F. and Isaiah Barker, O. H. Richmond, Frank Dunne, M. H. C. Wardell, L. M. Stearns, Z. Brogan, Dr. Schaefer, I. P. Ketchum, Percy M. Bradt, D. L. Gorton, W. C. Parrow, G. W. Henson, Harry Stevens, E. A. Durgin, J. P. Connell, Geo. W. Brown, Sergt. J. H. Weldin, James Smith champion of England, G. B. Allen, D. Pitcher, Dr. W. B. Banks, P. P. Cair, E. Huntington, F. Wolf.

**

ERRATA.

Game No. 1, 7th move, should be 11-16; 10th move should be 31 26 for 31 16.

Last word on page, 11 the final "e" was broken off when in the form.

**

TO CORRESPONDENTS.

F. LITOLF—Please send that single corner and greatly oblige.

JAMES McDONALD—Those corrections will be very welcome.

CHARLES WAMSLEY—We are heartily in accord with your ideas. Trust the 12th will be fruitful.

SERG. J. H. WELDIN—Will investigate *Globe* problem.

T. Y. KAYNE—Please continue 31 27, 11-20, 27 23, and show anything but a draw.

J. H. ROBINSON—We wish other cities would do as well as Atlanta. Thanks for encouraging words.

WM. FORSYTH—Your assistance will be fully appreciated.

DR. W. B. BANKS—Always send solutions, as we haven't time to work out problems, no matter how simple. Many thanks for contributions.

B. ADAMS—Subscription ordered. Will give improvements suggested when possible.

P. P. CAIR—We expect excellent results from the *Golden State*.

P. M. BRADT—When space permits, will be pleased to publish your article on restricted play.

THE
*American*CheckerReview,

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, JUNE 1, 1888.

No. 3.

THE OLD DRAUGHTS BOARD.

(From the Aberdeen Free Press.)

Mr. J. Hedley, who resigned the draughts editorship of the *Leeds Mercury Supplement* some three years ago, was a man of great versatility, ability, and indomitable perseverance. He made his column the best in England, a position it still retains under the control of Mr. Frank Dunne. Mr. Hedley was not a mere editor, condensing and correcting other folk's materials, but was also a racy writer of short stories and poems. We subjoin one of the latter, which appeared in the *Chelsea Public* some years since, as a sample of the rhythmic cadence which he could wield:

On the old draughts board, once so fondly adored
With a tearful eye I gaze;
Come down, old friend: for an hour we'll spend
O'er a game of the bygone days.
I play once more, as in days of yore,
To the moves that tasked the brain;
To the lesson done, and the victory won,
In the old house down the lane.

Once more in their rows my brave men repose,
On thy mystic squares, old friend;
And these warriors of mine, with the veterans of
Tyne,
In visions and science blend.
And I seem to stand with the veteran band,
To list to their voices again,
As they tell with zest of games played best
In the old house down the lane.

Then our cares were few, and our friends were true,
And our griefs were rare and light;
Then draughts were nought (so we fondly thought)
But a fountain of pure delight.
But its glory hath sped, and time hath fled
With hopes we cherished in vain;
And passed away are the grave and gay
From the old house down the lane.

But we'll sing no more of the days of yore,
For the tear-drop dims the eye;
Rest on, old board, by thy silken cord
As in days that have glided by.
Still memory shall trace in thy checker'd face,
The records that cast no stain,
On deeds that were done, and victories won,
In the old house down the lane.

RESTRICTED PLAY.

We regret not having space for a lengthy article on this subject by the celebrated Wisconsin expert, Percy Bradt, but we are pleased to give the gist of his ideas. Mr. Bradt deems matches restricted to *all* the openings and *possible first moves* as impracticable, as it would—while showing variety—only have a tendency to show poor average play, a fault that is continually found in matches. He fully agrees with all writers that constant repetition of one opening, merely to force draws or to

compel the already probable loser to make all the innovations, is to be deplored and if possible prevented, and he desires to suggest the following to match players and match makers: That all matches be restricted to certain openings, each opponent having choice of naming one-half, and that each player be compelled to attack or defend said openings differently each time it is played. For instance, suppose Barker select the Bristol (according to Anderson), the games would have to be played on the following lines:

11-16,	24 20
11-16,	24 19
11-16,	23 18
11-16,	22 18 etc.

Suppose Smith select the Kelso, the games would open:

10-15,	21 17
10-15,	22 18
10-15,	23 19
10 15,	23 18, etc.

This would give restriction within restriction, and offer fewer openings, and better and more satisfactory play. We suggest that our readers give the above their kind attention, and any suggestions they may have to offer will be appreciated.

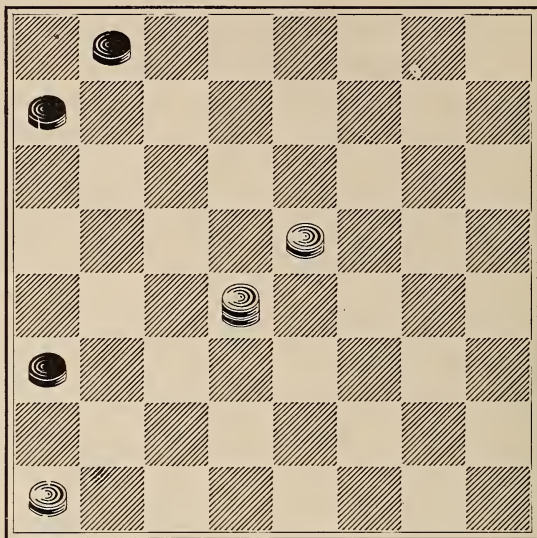
PROBLEM TOURNAMENT.

The REVIEW brings forth the following from a celebrated expert, whose name is withheld by request: "Though I had long retired from practice, your excellent little magazine has awakened the old love for our dear game, and if you would deem it of interest I would respectfully offer \$5.00 for the best three-on-a-side problem, and \$5.00 for the best four-on-a-side problem received in competition." We accept the offer with pleasure and desire to receive suggestions from problemists regarding a prize tourney; also from those who desire to offer any further prizes, and in our next issue we will publish prize offers and conditions of tourney.

PROBLEM NO. 21.

By M. H. C. WARDELL, DOWNSVILLE, N. Y.

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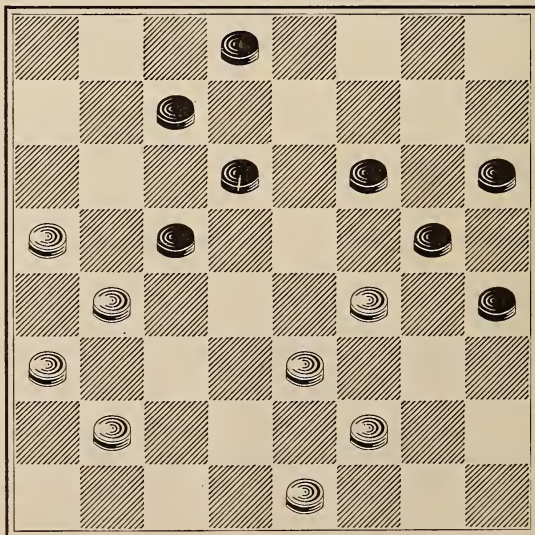


WHITE.

*White to move and win.***PROBLEM NO. 22.**

By MR. JAMES SMITH, CHAMPION OF ENGLAND.

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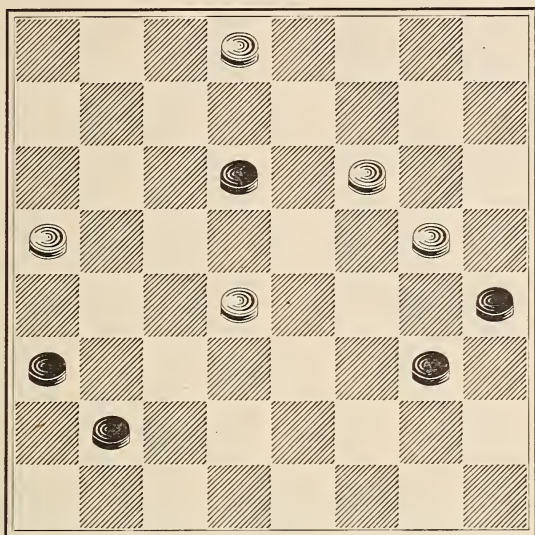
WHITE.

White to move and draw.

PROBLEM NO. 23.

BY FRANK DUNNE, DRAUGHTS EDITOR *Leeds Mercury Supplement.*

WHITE.



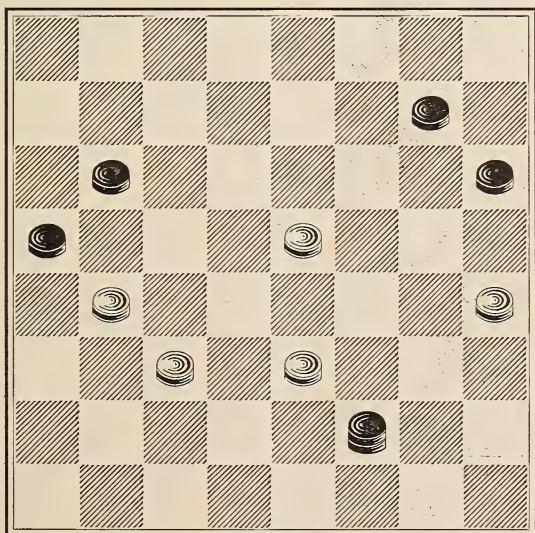
BLACK.

Black to move and win.

PROBLEM NO. 24.

BY CHAS. HEFTER, PROBLEM EDITOR OF THE REVIEW.

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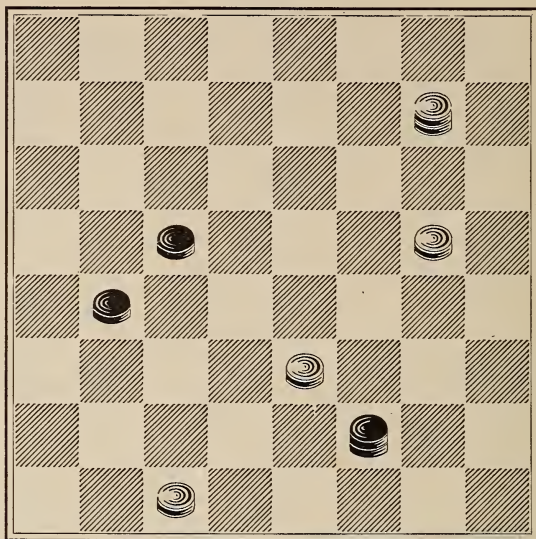
WHITE.

White to move and draw.

PROBLEM NO.

BY JAS. P. REED, CHAMPION BLINDFOLD PLAYER OF AMERICA.

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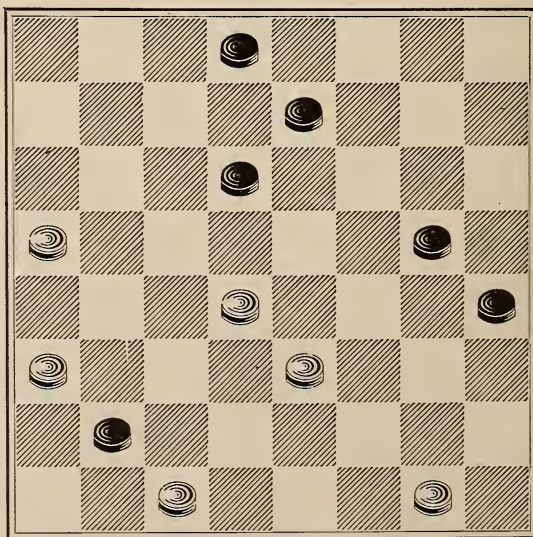
WHITE

White to move and win.

PROBLEM NO. 26.

BY L. M. STEARNS, DRAUGHTS EDITOR *Derry News*.

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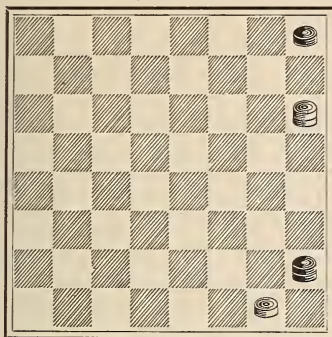
WHITE

White to move and win.

PROBLEM NO. 27.

By O. H. Richmond, Grand Rapids, Mich.

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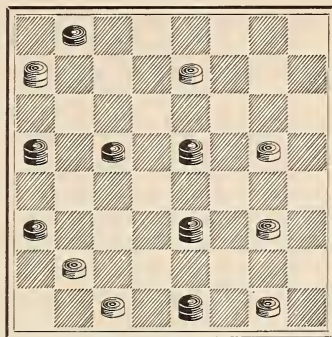
(WHITE.)

White to move and win.

PROBLEM NO. 28.

By G. W. Hanson, Akron, O.

(BLACK.)



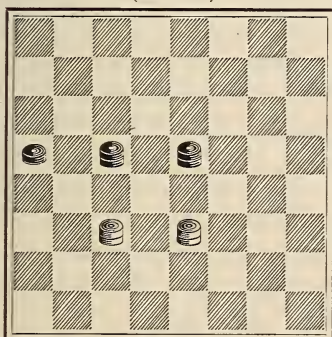
(WHITE.)

White to move and win.

PROBLEM NO. 29.

By Payne.

(BLACK.)



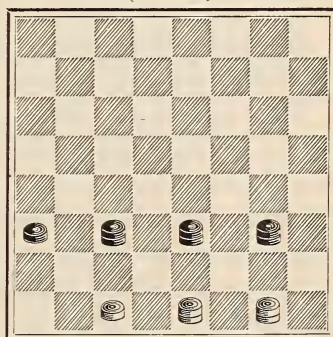
(WHITE.)

Black to play and White to draw.

PROBLEM NO. 30.

By Payne.

(BLACK.)



(WHITE.)

B. plays; white draws.—W. plays, B. wins.

At the commencement of a game, the black men occupy the squares numbered from 1 to 12, and the white 21 to 32. *Black always moves first.*

PROBLEMS FOR BEGINNERS AND STUDENTS.

We desire to make two corrections. Problem Number 19 should have been credited to Payne, and Number 20 to Andrew Anderson.

Number 27, by O. H. Richmond, is a new and very neat set-

ting of a fine ending.

Number 27, by G. W. Hanson, will prove very interesting to those who like long strokes.

Numbers 29 and 30 are selected for their special practicability. Students should commit them to memory and take advantage of the draws and wins whenever possible.

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

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FOREIGN AGENTS.

JAMES SMITH, Spennymoor, England, agent for England.

J. W. L. MOWATT, Aberdeen, Scotland, agent for Scotland.

CHICAGO, JUNE 1, 1888.

THOSE who receive this number will need no other acknowledgement that their subscriptions were received. If any have failed to receive Nos. 1 and 2 please advise us and they will be promptly mailed.

* * *

THE PRIZE AWARD.

WE offered a Baker-Reed "Alma" as a prize to the one sending in the best set of solutions to the problems in No. 1. Out of about fifty who competed for the prize only two were in all respects correct, viz: Thomas Finn, Montreal, Can., and J. Drouillard, of Wichita, Kan.

The solutions sent by those two

were so nearly alike and so excellent that we have exceeded our offer and awarded an "Alma" to each.

* * *

OUR PROBLEMS.

PROBLEM No. 21, by M. H. C. Wardell, is an unusually deceptive problem, and not as easy as the casual observer might think.

Problem No. 22, by Champion Smith, was drawn against his celebrated adversary, J. L. Richmond, of Whitburn.

Problem No. 23, by Frank Dunne, is an offshoot from Problem No. 4, and in our opinion is exceedingly neat and deceptive.

Problem No. 24, by Chas. Hefter, is also derived from Problem No. 4, and corrects the solution of an Eastern expert, who claimed a black win.

Problem No. 25, by Jas. P. Reed is another of the blindfold champion's pretty endings, and is especially valuable to students.

Problem No. 26, by L. M. Stearns is characteristic of that celebrated New Hampshire problemist and editor.

A "Barker v. Martins" or "Reed v. Campbell" book will be awarded for the best solutions received of problems No. 23 and 24.

CHECKER CHATTER.

Henry Shaw, the present champion of Haverhill, Mass., is matched to play H. Z. Wright, of Boston, twenty games for \$50 a side.

H. Z. Wright and ex-Champion A. J. Heffner had a friendly tilt in Boston last week, resulting in five wins and three draws in favor of the latter.

Frank A. Marsh, Milan, O., would like to play a few games by correspondence.

We trust there will be found some one among our subscribers who will accommodate Mr. Marsh.

Up to March 3, James Wyllie, champion of the world, had won 2,674, lost 5 and drawn 150 games since his arrival in New Zealand. He has been absent from his home now more than a year.

A match by correspondence has just been concluded between J. W. Bolton, Lawrence, Mass., and L. F. Mahoney, Manchester, N. H. The score was: Bolton 1, Mahoney 8, drawn 9.

When the Scotch players banqueted the victor in the late match, Champion Barker expressed his anxiety to meet any and all of the other Scotch experts; but none responded. Why not fling a defi at the "Grand Old Man" and see how the "Herd Laddie" will respond?

L. M. Stearns, editor of the *Derry News*, Derry Depot, N. H., played the first ten games in a match of twenty with Mr. Shannon, of Manchester, for the championship of New Hampshire, resulting, Shannon 5, Stearns 3, drawn 2. The remaining ten games are to be played at Manchester.

The Boston players were only too anxious to match ex-Champion Heffner against our co-editor until friend Durgin requested the necessary lucre, then the Boston valor vanished. We think a match between Heffner and Reed, or Freeman and Reed, would afford checkerists a rare quality of match play.

Champion Barker wants sixty days after signing articles before he will play Jimmie Reed, and even then will only sign should Smith's friends decline to raise \$50 toward his expenses to play the English champion. Is there anybody in America ready to play Reed now? Forfeit is in Mr. Dunlap's hands, but who will cover it?

The prospects for a match between C. F. Barker and James Smith, champion of England, are more favorable, several draughts editors across the water having collected the greater part of the expense fund for their representative. One-half of Barker's expense money (\$50) is already in the hands of the *Turf, Field and Farm*. We hope the final arrangements will soon be completed, for it promises to be the most interesting match ever contested.

GAMES.

This department is under the charge of Mr. Jas. P. Reed. We would deem it a favor if those sending games would add notes on the play. Games should be arranged as printed, in four columns of figures.

Attention is called to the fact that in games an asterisk (*) means the best or only move, but in giving position for solutions it denotes a king.

GAME NO. 16.--ALMA.*

It is an essential quality of good play to open the game soundly; many a game through sheer neglect of this important point is absolutely lost after but a few moves have been made. The name of an opening, when once known, brings to mind almost involuntarily the moves by which it is formed; and it has thus been found a great aid to the memory in retaining a recollection of games, either played across board or learned from "book."

The classification of openings under different names is of comparative recent date. The early authors, without exception, gave their play indiscriminately, commencing the games from either side of the board at will. This want of system made the comparison of games most laborious and difficult of accomplishment.

Anderson, in his celebrated work, "The Game of Draughts Simplified," published in 1852, founded the system—invariably adopted by later authors—of commencing all games with the black men from the lowest numbered side of the board, and dividing them under different heads or openings. Of these he gave sixteen, but later authors, carrying the system to extreme lengths, have added to the list as fancy dictated until it now numbers over fifty. It is not within the limits of this work to give play in extension on all these openings, but a tabular list, showing the formation of each, is given and the games which follow are illustrative of those most in favor with players at the present time.

INSTRUCTIONS FOR PLAYING THE GAMES.

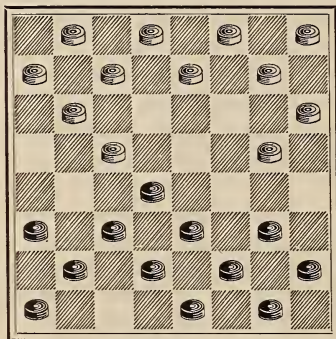
Place the pieces as shown on diagram. (See cover of REVIEW). "11-15" signifies that the Black man must be moved from

*From the advanced sheets of Frank Dunne's new book, "The Draughts Players' Guide and Companion."

11 to 15, 23 19 the White man from 23 to 19; and so on throughout the whole course of the game, the moves of each player following alternately to the end. The letters "a," "b" and "c" are points of reference to the notes at the foot of each game and variation; and the figures "(1)," "(2)," etc., refer to the succeeding games or variations, as they are technically called, when proceeding from the same opening. The student is recommended to confine his attention to one or two openings at first, leaving the remainder to be acquired gradually, as he becomes more familiar with the theory and practice of the game.

NO. 1—THE "ALMA."

(WHITE.)



(BLACK.)

This opening is formed by the first five moves—11-15, 23 19, 8-11, 22 17, 3-8. It is undeniably a fine combination, allowing plenty of scope for both players. It was named by Drummond, with whom it was a favorite opening, and whose works contain some brilliant play based upon it; but like all his games, sadly mixed with rubbish.

ILLUSTRATIVE GAME NO. 1.

11-15	16-20	11-18	11-15
23 19	19 16	19 16 (7)	8 3
8-11	12-19	12-19	15-18
22 17	23 7	24 15	3 7
3- 8	2-11	10-19	23-26
25 22	17 13	27 24	30 23
11-16	8-12 a	20-27	18-27
26 23 (1)	26 23	32 16	28 24
7-11	4- 8	18-23	27-31
29 25 (2)	23 19 b	16 12	24 19
9-14	15-18	8-11	31-26
31 26 (5)	22 15	12 8	19 16

Drawn.—Drummond.

The above game shows the strongest line of play on this opening for both sides. Alternate lines are given with the correct results in the variations which follow.

(a) Beware of 11-16 at this point, which loses by 27 23, 20-27, 23 18, etc., W. wins.

(b) 23 18 is good for a draw here, but 22-17 would lose as follows:

22 17	11-15	30 26	11-16
15-18	28 24	8-11	26 22
24 19	5- 9	32 28	1- 5

B. wins.

(1)

Same as game up to the eighth move, then vary as follows:

27 23 a	22 18 d	31 24	20 11
7-11 b	1- 6	10-15	8-15
24 20	21 17	26 22	32 23
15-24	6-10 e	15-19	5-14
28 19	17 13	24 15	30 25
10-14 c	24-27 f	9-14	15-19
17 10	13 6	18 9	
6-24	2- 9	11-27	Drawn.

(a) Probably not so strong as 26 23, but nevertheless a favorite move with many players; 24 20 leads to a weak game for white.

(b) Better than either 8-11 or 16-20, although both moves are safe enough for a draw.

(c) Either 9-13 or 9-14 would lose here.

(d) A likely move for the learner to make at this point would be 32-28, which loses as follows: 9-14, 28 19, 14-18, 23 14, 16-23, 26 19, 11-16, etc., B. wins.

(e) Drummond also shows a nice draw by 2-7 at this stage:

2- 7	29 25 †	6- 9	30 21
17 14	7-10	3 7	13-17
16-19	14 7	4- 8	21 14
23 16	11-16	7 3 ‡	9-18
12-19	20 11	8-12	7 11
32 28	8-29	3 7	5- 9
9-13	7 3	29-25	31-27

Drawn.

†If 30 25, then 6-10 draws.

‡If 7-10, then 24 27, etc., B. wins.

(f) This neat "stroke" makes a clean draw of the game, which would otherwise be in favor of White.

(2)

Same as game up to 10th move, then vary as follows:

24 20	$\left\{ \begin{smallmatrix} 3 \\ a \end{smallmatrix} \right.$	15-19	22 18	11-16
15-24		23 16	19-23 <i>d</i>	32 28
28 19		12-19	26 19	16-20
11-15		17 13 <i>c</i>	10-15	28 24
20 11		4- 8	19 10	20-27
15-24		20 16	6-22	31 24
27 20		8-11	13 6	22-26
8-15		16 7	1-10	29 25
30 26 <i>b</i>		2-11	21 17 <i>e</i>	Drawn.

(a) This is undoubtedly a weak move, and was long considered to be an absolute loss.

(b) If 23 18, 15-19, 18 15, 9-13, 15 11, 5-9, 30 26, 10-15, etc., B. wins.

(c) If 20 16, Black wins as follows: 9-13, 16 11, 5-9, 32 27, 10-15, 27 23, 19-24, 23 18, 1-5, 17 14, 23-27, etc.; and if 22 18, Black wins by 10-14, 17 10, 6-22, 26 17, 9-13, etc.

(d) If 10-15, White draws by 26 23.

(e) If 32 28, Black wins by 10-14, 28 24, 5-9, 24 20, 9-13, 31 27, 22-26, 27 24, 26-30, etc.

(3)

Same as game up to the 10th move, then vary as follows:

31 26 (4)	9-14	23 16	10-19
16-20	22 17	12-19	17 10
19 16 <i>a</i>	8-12	25 22	6-15
12-19	29 25 <i>b</i>	4- 8	27 24
23 7	11-16	22 18	20-27
2-11	26 23	15-22	32 16
17 13	16-19	24 15	Drawn.

(a) 29 25 compels Black to move 9-14 and then 19 16, etc., brings on play exactly same as game.

(b) At this point 26 23 would lose, as follows: 15-18, 23 19, 11-15, 29 25, 4-8, 30 26, 5-9, etc., B. wins.

(4)

Same as game up to 10th move, then vary as follows:

30 26 <i>a</i>	9-13	12 3	30-23
15-18	24 20 <i>b</i>	2- 7	27 11
22 15	13-22	3 10	
11-18	20 16	6-15	
23 7	12-19	29 25 <i>d</i>	
16-30	3 12	22-29	
7 3	4- 8 <i>c</i>	31 26	Drawn.

(a) Drummond gives this as a loss for White.

(b) He overlooks this move and plays 17 14.

(c) Black has nothing better.

(d) This makes a straight draw of the

game, and also corrects Baker-Reed's "Alma" book, variation 87.

(5)

Same as game up to the 12th move, then vary as follows:

24 20 (6) <i>a</i>	20 16	17 13	17 14
15-24	12-19	15-18 <i>d</i>	16-20
28 19	23 16	22 15	32 27
11-15	8-11	10-19	19-24
20 11	16 7	25 22	27 23
15-24	2-11	1- 5	18-27
27 20	26 23	22 17	26 22
8-15	11-16	14-18	27-31
30 26 <i>b</i>	31 26 <i>c</i>	23 14	22 17
4- 8	5- 9	9-18	Drawn.

(a) Taken at this point, this exchange leads to a nice even game.

(b) 17 13 is not a good move here, but 31 27 makes a neat draw, as follows:

31 27	17 10	32 28	22 18
15-18	6-15	4- 8 §	6-10
22 15	27 24	24 19	18 9
10-26	9-14	15-24	11-15
30 23 †	25 22	28 19	
5- 9 ‡	1- 6	8-11	Drawn.

† Best.

‡ Drummond (also Baker-Reed's "Alma," variation 218) gives 6-10 for a draw, overlooking that White can then win by 23 18, 14-23, 27 18, 1-6, 17 14, 10-17, 21 14, 4-8, 32 27, 8-11, 27 24, etc.

§ If White plays 27 17, then Black wins by 6-10, 17 13, 2-6, 23 19, 4-8, 20 16, 15-18, 32 28, 18-23, 16 11, 8-15, etc., B. wins.

|| Black can draw by taking the "ahot" 14-18, 23 14, 15-19, 24 15, 6-10, etc.; but the move in the text is stronger.

(c) 17 13 loses by 15-18, 22 15, 10-26, 31 22, 14-17, etc., B. wins.

(d) 1-5 loses by 22 17, 16-20, 25 22, 20-24, 32 28, etc.; B. wins.

(6)

Same as game up to the 12th move, then vary as follows:

17 13 <i>a</i>	32 23	11 8	18 15 <i>h</i>
16-20	12-16	4-11	23-26
31 26	22 17 <i>c</i>	15 8	30 23
11-16	16-20	24-27	6- 9
21 17 <i>b</i>	25 22 <i>d</i>	26 22	13 6
14-21	10-15	27-31	1-26
23 18	23 18	17 14	17 14
16-23	15-19 <i>e</i>	19-23 <i>g</i>	22-18
18 11	18 15 <i>f</i>	14 5	14 10
8-15	5- 9	31-26	
27 11	22 18	22 17	
20-27	20-24	26-22	Drawn.

(a) This is a weak move, cramping White's game. The student must pay particular attention to the play given upon it,

GAME NO. 18--LAIRD AND LADY.

Played at the New England Chess and Checker Rooms, Boston, between W. Busby and E. A. Durgin.

BUSBY'S MOVE.

11-15	28 24 <i>a</i>	12-19	3 8
23 19	7-10	24 6	25-22
8-11	32 28	25-30 <i>b</i>	8 12
22 17	5- 9	6 2	16-19
9-13	20 16	30-26	15 24
17 14	11-20	18 15	26-31
10-17	25 22*	13-17	12 16
21 14	18-25	2 7	22-26
15-18	29 22	17-22	16 19
26 23	14-17*	7 11	26-30
4- 8	22 13	8-12	19 23
24 20	21-25*	15 10	30-25
13-17	30 21	22-25	23 18
19 15	9-14	10 7	25-30
17-21	21 17*	25-30	18 22
23 19	14-21	7 2	30-26
7-10	23 18	30-25	22 18
14 7	21-25	2 7	26-30 <i>c</i>
3-10	13 9*	25-22	18 22
31 26	6-13	11 15	30-26
2- 7	15 6	12-16	
26 23	1-10	7 3	
10-14	19 16*	22-25	Drawn.

(a) Solution to Position No. 12.

(b) The problem is ended, though the continuation is very neat.

(c) A very pretty win is avoided, for

26-23	23-32	20-27	
18 15	15 18	18 22	W. wins.

GAME NO. 19.--LAIRD AND LADY.

By Harry Stevens, Topeka, Kan.

11-15	21 14	6-10 <i>e</i>	20 16
23 19	15-18	15 6	14-18
8-11	29 25	2- 9	16 12
22 17	1- 6 <i>a</i>	22 15	8-11
9-13	19 15 <i>b</i>	9-18	12 8
17 14	4- 8	15 10 <i>f</i>	10-15
10-17	26 22	7-14	25 21
21 14	12-16 <i>c</i>	27 23	11-16* <i>g</i>
6-10	24 20	18-27	8 3 <i>h</i>
25 21	16-19	32 7	
10-17	31 26 <i>d</i>	3-10	

(a) Considered a loss by all authors for the past forty years.

(b) The standard move to win.

(c) 11-16, 6-9, or 6-10 loses according to the books.

(d) Following the books thus far.

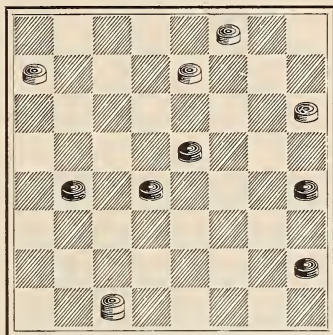
(e) 6-9 and 7-10 are the only moves given in books.

(f) Best; 20 16, 26 22, 27 23 or 26 23 would allow easy draws.

(g) Here Mr. Calvert and others play 18-22 and W. wins.

(h) And now we have the *Checkerist* tourney problem No. 9 in embryo—

(WHITE.)



(BLACK.)

Black to move and draw.

15-19*	30 25	9-14*	22 18 <i>j</i>
3 7 <i>i</i>	18-23*	25 22	15-22
5- 9*	11 16	14-17*	14 9
7 11	23-30	21 14	
16-20	16 23	30-25	Drawn.

(i) Better than 3 8.

(j) 23 18, 25-21, 14 9, 21-17; drawn.

GAME NO. 20--EDINBURGH.

By Geo. W. Brown, Warren, Me.

9-13	6- 9	8-11	11-16
22 18	28 24	21 17	18 15
10-15	9-18	13-22	14-17
25 22	23 14	26 17	12 8
6-10	7-10	5- 9	17-21
18 14	14 7	17 13 <i>a</i>	8 3
10-17	3-10	16-20	21-25
21 14	27 23	13 6	3 8
15-19	8-11	2- 9	25-30
24 15	25 21	32 27	26 22
11-25	4- 8	10-14	30-26
29 22	24 19	31 26 <i>b</i>	15 11
1- 6	11-16	12-16	26-19
30 25	22 18	19 12	8 12

W. wins.

(a) Solution to Problem No. 14.

(b) 27 24 here would only draw, as follows:

27 24	24 20	20 11	18 15
20-27	17-22	12-16	9-14
31 24	19 15	15 10	
14-17	11-16	22-26	Drawn.

GAME NO. 21.--FIFE.

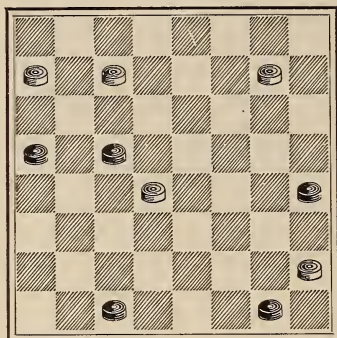
Played at headquarters between Chas. Hefter and Mr. C., a local expert.

HEFTER'S MOVE.

11-15	19-26	8-11	7-10
23 19	30 5	25 22	13 9
9-14	8-11	10-15	6-13
22 17	27 23	31 27	15 6
5-9	4-8	11-16	2-9
17 13	21 17	23 18	17 14
14-18	15-19	15-19	9-18
19 16	23 16	18 15	22 15
12-19	11-27	16-20	
26 23	32 23	29 25	

and we have the following neat little problem:

(WHITE.)



(BLACK.)

Black to move and win.

13-17	14 10	22-18	2 7
25 21	30-25	5 1	11- 2
17-22	10 6	18-15	10 15
21 17	1-10	1 6	8-12
22-25	15 6	15-11	15 24
17 14	25-22	6 10	12-16
25-30	6 2	3- 8	B. wins.

GAME NO. 22.--ALMA.

By Frank Dunne, Warrington, England
(draughts editor *Leeds Mercury Sup.*)

11-15	26 22	7-10	14 5
23 19	9-18	24 20	26-17
8-11	24 19	6- 9	18 15
22 17	15-24	15 6	17-14
3- 8	22 15	9-13	5 1
26 23	4- 8	25 22	13-17
11-16	28 19	2- 9	1 6
17 14	1- 6	20 16 a	17-22
9-18	25 22	23-26	16 11
23 14	5- 9	31 27	14-18
16-23	29 25	26-31	11 4
27 11	9-14	27 23	18-11
8-15	32 27	31-27	6 9
30 26	14-18	23 18	22-26
10-17	27 24	27-23	9 14
21 14	18-23	17 14	26-31
6- 9	22 17	23-26	14 18

Drawn.

(a) Solution to Problem No. 4. Many

solvers gave 19 15 for a draw here, and strangely enough but one showed it to be a loser. We think the win prettier than the original problem, and offer it as Problem No. 23.

DRAUGHTS PLAYERS' GUIDE AND COMPANION.

This is the title to Frank Dunne's new book, which is promised to the checker public about July 1. The book will contain: A History of the Game, The Standard Laws, Instructions for Beginners, Instructions in the Polish, Spanish, and Italian Methods of Playing Draughts, Selections from Games Played by the Masters, A Collection of Problems, and other Literary Matter. All those who have enjoyed the pleasure of reviewing Mr. Dunne's celebrated illustrations and analyses of the Wyllie v. Bryden and Reed v. Campbell games know what a rich fund of knowledge there is in store for them. We take special pleasure in publishing a few advance pages of this book, and no better recommendation could be given of what our readers may expect. A peculiar provision regarding the sale of this book is a special discount which will be allowed every *intending purchaser*. Simply send us your name now, *no money*, and you will receive the benefit of this discount when you remit. We think the market price will be one dollar.

On a recent visit to Minneapolis, Dr. W. E. Truax, champion of Minnesota, made the following scores:

Truax...2	Grimshaw...2	Drawn...8
Truax...5	Johnson...5	Drawn...5
Truax...4	Merrill...2	Drawn...10
Truax...10	Others....0	Drawn...0

Mr. Johnson is the celebrated *linguist* who talked Mr. Hefter even last summer

SOLUTIONS RECEIVED.

Additional solutions to problems in No. 1 received from Geo. A. Campbell, E. W. Mercer, W. C. Belden, Wm. Syfer, Chas. T. Howell, Jno. D. Hewitt, John Burns, Thos. F. Hatfield, J. P. Reeve, Fred Johnson and T. C. Hamilton.

* *

CONTRIBUTIONS RECEIVED.

From James Smith, Frank Dunne, O. H. Richmond, Zach. Brogan, M. H. C. Wardell, Wm. Fleming, Jos. Maize, Chas. T. Davis, John Burns, H. Z. Wright, Geo. W. Brown, J. A. Sweeney, A. W. Valentine, Dr. W. E. Truax, Jas. Macdonald.

American Checker Review,

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, JUNE 15, 1888.

No. 4.

OUR PROBLEM TOURNAMENT.

Though not yet ready to announce all prizes, we are nevertheless pleased to state that we have *twenty dollars* in cash and the following books contributed as prizes:

1. Frank Dunne's "Guide and Companion."
2. McCulloch's "Guide," in cloth.
3. " " " paper.
4. Truax's "Black Doctor."
5. Dunne's "Campbell v. Reed Games."
6. Strickland's "Single Corner."
7. McCarrick's "Lessons for Learners."

We shall give prizes for various styles of end-games, also for strokes; and we trust that all American and European players will join in the competition, the conditions being as follows:

CONDITIONS.

Any player can enter one or more problems (end-games or strokes). The entries for prizes include problems in this issue (No. 4) of REVIEW, and competition will cease on Sept. 15 for American problemists, and on Oct. 15 for foreign problemists. The prize awards will be governed—

- 1st. By originality.
- 2d. By beauty and science.
- 3d. By difficulty.

We are now ready to receive the problems, and hope soon to definitely announce the prizes.

CHECKER CHATTER.

The Chicago players may expect a visit from Mr. Joseph Maize, the celebrated analyst, during convention week. Our co-editor, Mr. Reed, will also re-visit us at the same time, and make matters interesting for the local experts.

Mr. Barker's friends are exceedingly anxious to have him play Mr. Smith, and agree to supply the European deficiency of expense money, suggesting August as the time for play. As Jimmie Reed can secure no match until at least four weeks

after the play is finished, the *Turf* nevertheless thinks he should not be impatient, but should address a challenge to either Freeman or Heffner. Does not friend Dunlap know that Freeman has declined playing a match already, and that after Reed accepted Heffner's challenge to play, the latter's backers crawled into a hole and pulled the cover in over them?

Mr. H. Z. Wright announces another trip through Canada this season, and would be pleased to visit Chicago again if our players will offer him slight encouragement.

All corrections and improvements of play in Nos. 1, 2, 3 and 4 will be neatly arranged for reference in No. 5.

Mr. Wyllie, the world's champion, will reach England about the time of the Barker v. Smith match, and we don't think it will be his fault if checkers will not be exceedingly interesting to the various lesser champions just about that time.

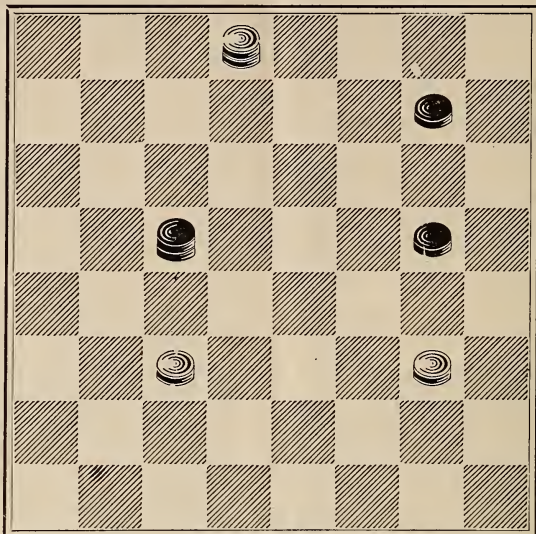
Editor Stearns, referring to his recent defeat by Mr. Shannon, attributes same to his lack of cross-board practice, owing to the time required to properly conduct his excellent column in the *Derry News*. Yet he is still hopeful of retaining the New Hampshire championship, and we wish him success.

From the *Otago Witness* we learn that Wyllie's score has reached 3169 games played, of which the champion has won 3032, lost 5, and drawn 162. At Timaru Wyllie played 98 games, winning them all except one, which was drawn. Since the above report Mr. Wyllie has visited Christchurch and played 60 games. Of these, six were drawn and one lost to Mr. Robert Boswell. The latter gentleman drew the first game he played, which was a Paisley, and won the Dyke in the second encounter with the Herd Laddie, which is the best score so far made against him in the colonies.

PROBLEM NO. 31.

BY CHAS. T. DAVIS, ST. PAUL, MINN.

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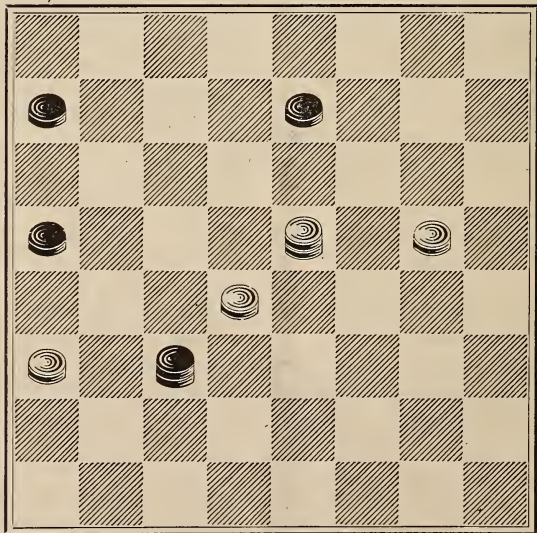


WHITE.

*White to move and draw.***PROBLEM NO. 32.**

BY GEO. FLETCHER, TORONTO, CANADA.

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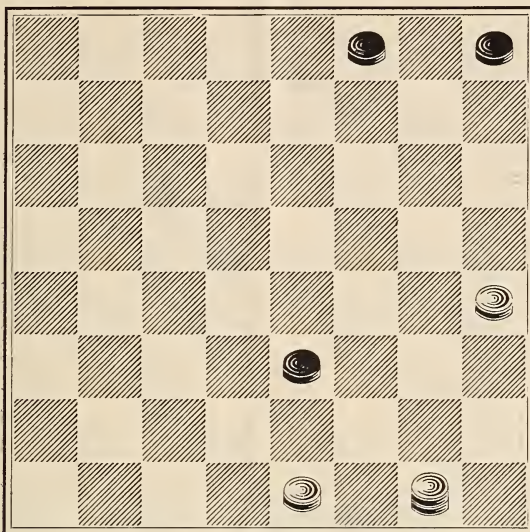
WHITE.

White to move and win.

PROBLEM NO. 33.

BY H. D. LYMAN, NEW YORK CITY.

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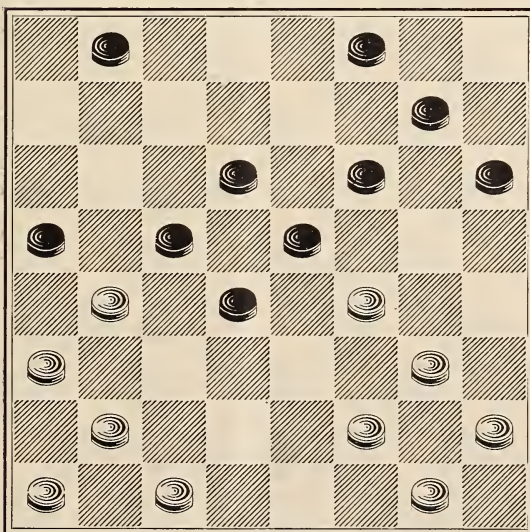


WHITE.

*White to move and win.***PROBLEM NO. 34.**

BY W. C. PARROW, BOSTON, MASS.

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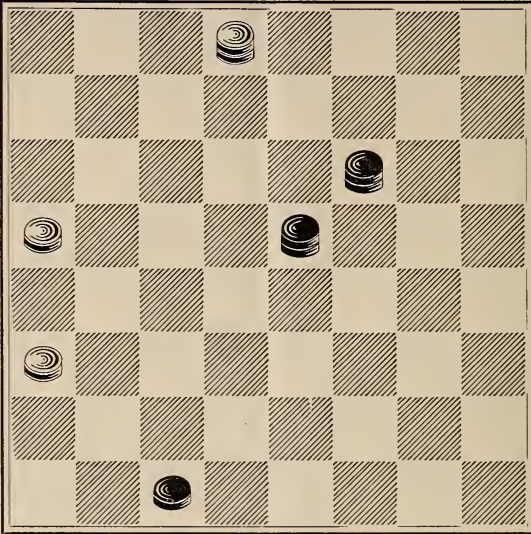


WHITE.

White to move and draw.

PROBLEM NO. 35.
By FRANK TRIMBLE.

WHITE



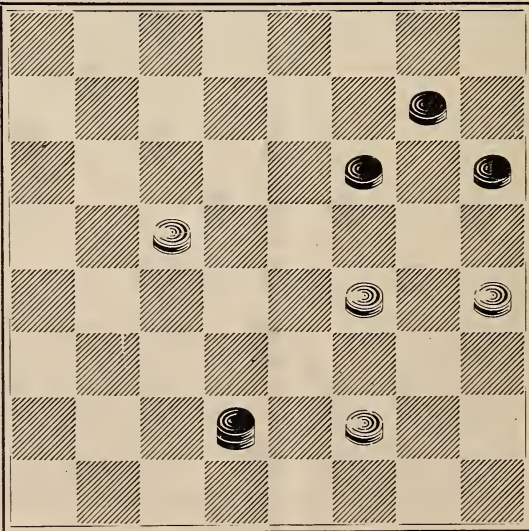
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Black to move and win.

PROBLEM NO. 36.

By CHAS. HEFTER, PROBLEM EDITOR OF THE REVIEW.

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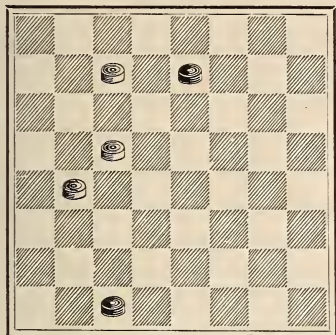
WHITE

White to move and draw.

PROBLEM NO. 37.

By Dr. W. B. Banks, Detroit, Mich.

(WHITE.)



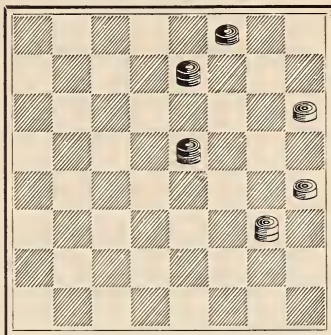
(BLACK.)

Black to move and draw.

PROBLEM NO. 38.

By the late A. Mackintosh, Paisley, Scot.

(BLACK.)



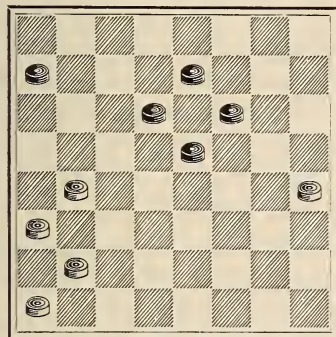
(WHITE.)

White to move and draw.

PROBLEM NO. 39.

By L. M. Stearns, Derry Depot, N. H.

(BLACK.)



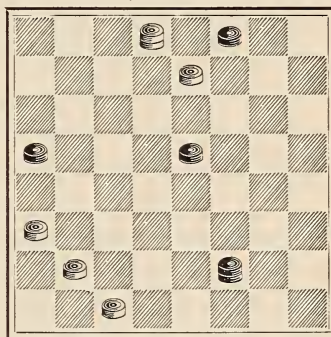
(WHITE.)

White to move and win.

PROBLEM NO. 40.

Occurred in play at local headquarters.

(BLACK.)



(WHITE.)

White to move and win.

At the commencement of a game, the black men occupy the squares numbered from 1 to 12, and the white 21 to 32. *Black always moves first.*

PROBLEMS FOR BEGINNERS AND STUDENTS.

Number 27, by Dr. W. B. Banks, is very cute. "When you think you have it, is just when you won't have it."

Number 38 is the celebrated "Mackintosh problem," always and deservedly admired. It is a com-

panion problem to Mr. Trimble's Number 35.

Number 39, by L. M. Stearns, is another of this genial young editor's effusions, and will be found very neat.

Number 40 occurred at headquarters recently, the neat win quite surprising one of our local experts.

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

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FOREIGN AGENTS.

JAMES SMITH, Spennymoor, England, agent for England.

J. W. L. MOWATT, Aberdeen, Scotland, agent for Scotland.

CHICAGO, JUNE 15, 1888.

THE score published in our last issue between J. W. Bolton and L. F. Mahoney, should have read: Bolton 1, Mahoney 0, drawn 9.

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OUR PROBLEMS.

PROBLEM No. 31, by Mr. Chas.

T. Davis, is a very clever effort, but those who succeed in saving the piece on 22 from capture will best appreciate its excellent points.

Problem No. 32, by Geo. Fletcher, is very neat. We welcome the "ex-Canadian checkerist" to our columns, and know our solvers will

say, "Come again, and often."

Problem No. 33, by H. D. Lyman, is exceedingly clever and pretty, and characteristic of this celebrated problemist's compositions.

Problem No. 34, by W. C. Parrow, was not sent us as a position, but the play is of such a high problematical order that we could not resist placing it on diagram, knowing that those who closely analyze its beauties will be more than well rewarded.

Problem No. 35, by Frank Trimble, is a beautiful specimen of draughts' strategy. It was originally published in the *Cincinnati Commercial* by Mr. T., and subsequently in the *Turf* and *Mercury* supplement by Mr. D. A. McNight, of Washington, D. C. No doubt this is a mere coincidence, but it is a pleasure to secure proper credit to the original author for this splendid problem.

Problem No. 36, by Chas. Hefter, was originally left as a White win by Geo. Dick, the celebrated Colorado expert. Mr. Hefter claimed a draw in the *Glasgow Herald*, but Mr. C. Adamson, the noted player of Leven, Scotland, continued the position for a Black win. Years after, Mr. Hefter's attention was again drawn to the pretty ending, and it once more appeared as a draw in the *Mercury*, Prize Problem No. 386, in conjunction with Mr. Trimble's problem. The prize was awarded to Mr. Jas. Tonar, whose remarkable solutions of prize problems have gained him a deservedly world-wide reputation.

NEWSPAPER INFLUENCE UPON THE STUDY OF DRAUGHTS.

BY THE LATE WILLIAM STRICKLAND.

(From the Leeds Mercury Supplement.)

Any ardent lover of the "silent game" who may have the leisure time at command could not spend it more pleasantly than by a careful investigation of the contents of modern draughts columns; and next to the match games played by the great masters, he cannot find better instruction in the beauties of his favorite pastime. True, some say there is nothing like the "books" for bringing forward the student and improving the more advanced player. Granted; but when you take up a *Janvier*, a *Spayth*, a volume of *Bowen's Authors*, or any "big" treatise on the game, and "take stock" of the many pages of variations devoted to the elucidation of each particular opening, ten to one you feel rather shy of "tackling" such an immense array of long columns of "dry" figures, and put down the book "till a more favorable opportunity"—which never arrives. Now, if you submit the contents of newspaper columns to a careful examination, go through them seriatim, play over the various games, solve the problems, and "inwardly digest" the "answers to correspondents," notes, news, etc., etc., you get "all round" pleasure, and good practice into the bargain. Some argue that there is a lot of unsound play in draughts columns—play that is "often critical, but seldom correct." No doubt something may be said on that point; but my idea is that criticisms often lead to controversies, and controversies educate both the general reader and those taking a part in them. My old friend, Mr. C. G. Roger, once remarked that if all the play that appeared in print was sound, draught-players would soon cease to take an interest in it; and there is, no doubt, a great amount of truth in his remark. I know that whosoever corrects any mistake of mine, I afterwards keep my "eye" upon their productions and return the compliment at the first opportunity, and I imagine the practice is common to all players.

Perhaps the general reader may not give it a thought, but the newspaper play of to-day will become the leading book of to-morrow; and, in my opinion, our cur-

rent draughts columns contain more scientific play than did the standard works of the past. I can safely say, without fear of contradiction, that I know of more than one so-called author who has brought out an "original" work, the bulk of the play in which has been taken, without the slightest acknowledgment, from the various draughts columns. All honor, then, is due to such writers as J. Hedley, the late R. E. Bowen, J. D. Janvier, and others I could name, who have labored long and hard, both by precept and example, to establish a more equitable system in the literature of the game, and who have taken the greatest care in their valuable works to credit each particular variation and problem to its author.

During the past few weeks I have gone through files of the leading columns of Britain, and I have learned not a few points that I was previously in ignorance of. I have been very much interested with the neat positions I have dropped across; and the "notes" and criticisms have been an unfailing source of amusement to me. Here we have the ideas of the "philosophical" draught player; there we meet those of the "scientific" one; anon we come across the "speculative," the "combative," the "quibbling" and the "oracle," etc., etc., type of contributions, and it strikes one forcibly that amidst all these rocks and undercurrents it requires a cool-headed gentleman at the helm, to keep the vessel safely in her course.

I must not forget the "Answers to Correspondents," many of which are peculiarly worded—quite plain reading, no doubt, to the querists, but often affording matter for speculation and reflection to others. Few know the labor that is expended in these apparently trivial matters, but there! I am not an editor.

I would advise the student to take up the column, and, no matter what the opening may be, play the game over, examine it carefully, jot down any variation that takes his fancy, or any correction that he may discover, and in a very short time he will be astonished at the progress he has made. Of course, standard match games, such as *Wyllie v. Martins*, *Martins v. McKerrow*, and *England v. Scotland*, are of essential value to advanced players; but

the same remark applies to the leading draughts columns.

It may not be generally known what a number of papers in Britain devote a portion of their space to the advancement of our beautiful and scientific game. With your permission, and I hope without being considered invidious, I will mention the principal ones: Leeds *Mercury Weekly Supplement*, Glasgow *Weekly Herald*, Northern *Leader*, Aberdeen *Herald* and *Free Press*, West-Lothian *Courier*, Blyth *Weekly News*, Sunderland *Weekly Echo*, etc.; and in the United States of America, the *Turf, Field and Farm*, Boston *Globe*, Woonsocket *Reporter*, Derry *News*, New York *World*, and scores of others.

With the rising generation, whose superior education will doubtless whet the appetite for mental recreation, I predict the most brilliant future for our innocent, unassuming, but most intellectual and profound of all pastimes.

Chess is considered by some as the king of games; but I am of the same opinion as friend Dunne, and beg to conclude with his very *apropos* lines

TO DAMEH.

Sweet Dameh! still I thee adore,
As erst I vow'd in days of yore,
When youthful vigor fill'd my frame,
And thou allur'd me on to fame.
Let others sing in Caissa's praise,
And vaunt her charms through endless days;
Her beauties may be ne'er so rare,
But thine are all beyond compare.
Nor time nor space can e'er efface
The luster of a single grace;
But each will serve as sunbeams bright,
And bring new beauties into sight.
Then thy true knight let me remain
Through years of joy, of grief, or pain;
And when, at last, "my race is run,"
Lov'd Dameh! say: "Thou hast well done."

THE PRESENT AND THE PAST.

In its answers to correspondents the New York *Clipper* gives expression to the following terse remarks: We believe that our leading players have a deeper knowledge of the game, and are consequently *stronger* than *any* players of a quarter of a century ago. We see nothing wonderful in the fact that "checkers creates a greater interest than at any former period." The human intellect is expanding in every department of knowledge, and checkers comes in for its share of the expansion.

GAMES.

This department is under the charge of Mr. Jas. P. Reed. We would deem it a favor if those sending games would add notes on the play. Games should be arranged as printed, in four columns of figures.

Attention is called to the fact that in games an asterisk (*) means the best or only move, but in giving position for solutions it denotes a king.

GAME NO. 23.--ALMA-WHILTER.

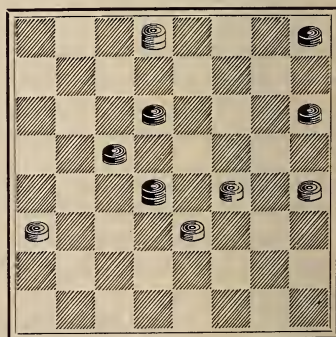
By Willie Gardner, Leeds, England.

11-15	12-19	15-18	31-26
23 19	23 7	22 15	32 23
8-11	2-11	10-26	26-22 <i>α</i>
22 17	26 23	6 2	6 2
3- 8	5- 9	26-31	22-18
25 22	17 13	27 23	2 6 <i>b</i>
11-16	15-18	20-27	18-27
26 23	22 15	2 7	6 15
7-11	10-26	1- 6	27-24
31 26	30 23	28 24	20 16
9-14	11-15	6-10	14-18
29 25	25 22	24 20	15 22
16-20	6-10	8-12	24-15
19 16	13 6	28 19	B. wins.

(a) In the *Leeds Express* of June 1 Willie Gardner offers this move to correct Game No. 1, Var. 3 of the *REVIEW*, and exultingly invites the criticisms of the celebrated problemists Messrs. Lees, Tonar and Leggett to show other than a Black win!

(b) It is rather surprising, and amusing as well, that after challenging such famous critics, Mr. Gardner should have overlooked the following beautiful win for White:

(BLACK.)



(WHITE.)

White to move and win.

21 17*	12-16	27 32	12- 8
18-27	11 7	31-26	28 32
19 16*	16-20	32 28	8-11
12-19	31 27	26-23	32 27
2 6	21-25	10 14	11- 8
14-21	7 3	23-19	27 23
6 31	25-30	14 18	8-12
4- 8	3 7	19-16	23 18
20 16*	30-26	18 23	
8-12	7 10	16-12	W. wins.
16 11	26-31	23 19	<i>Problem Ed.</i>

GAME NO. 24.--CROSS.

As originally played at Stoneham, Mass., between T. J. Sullivan and A. F. Bartholomew, with problem illustrations by Mr. Hefter.

11-15	4- 8	19-24	27-31 <i>f</i>
23 18	19 16	7 3	15 18 <i>g</i>
8-11	2- 7	24-27	31-27
26 23	16 12	32 23	29 25
9-14	7-10	15-13	6- 9
18 9	25 21	23 16	25 21
6-13	11-16	12-19	27-32 <i>e</i>
23 18	30 26	3 7	17 14 <i>d</i>
12-16	8-11	19-24	32-27
21 17	18 14	22 17	14 10 <i>b</i>
10-14	10-17	13-22	9-14
17 10	21 14	26 17	18 9
7-23	11-15	1- 6	5-14
27 18	14 10	7 11	10 6
16-20	16-19	24-27	27-23
24 19	12 8	31 24	6 1
15-24	3-12	20-27	23-18
23 19	10 7	11 15 <i>a</i>	Drawn.

(a) To this point the game is rather odd, but it now assumes problematical form and proves to be exceedingly interesting.

(b) The White certainly have an advantage, and ex-Champion Hefner, who then conducted an excellent column in the *Yankee Blade*, ventured the following:

21 17*	22 31	2 6	31 27*
9-13	13-22	14-18	26-30
18 22	10 6	6 10	27 23*
27-23	5- 9	18-23	22-25
14 10	6 2	10 14	14 17
23-26 <i>c</i>	9-14	23-26	W. wins.

(c) This beautiful and instructive ending was unfortunately stranded by Mr. Hefter with—

5- 9*	23-19	19-15	15-19
10 6	6 1	1 6	Drawn.

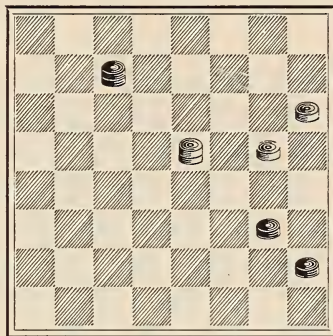
(d) Mr. K. Price, of Fairhaven, then

pointed out a win for White by

18 23	17 14	14 10	10 6
9-13	32-28	28-24	W. wins.

(e) But again Mr. Hefter restored the draw as follows:

(WHITE.)



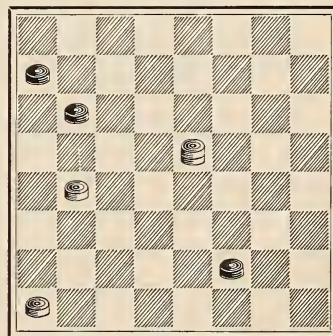
(BLACK.)

Black to move and draw.

27-24*	9-14	16-11	14-17
18 23	13 9	6 2	21 14
24-20*	20-16	11-15	11-15
17 13	9 6	2 6	Drawn.

(f) There is no longer a draw for Black, though 6-9 is very good, but allows of a win, as follows:

(BLACK.)



(WHITE.)

White to move and win.

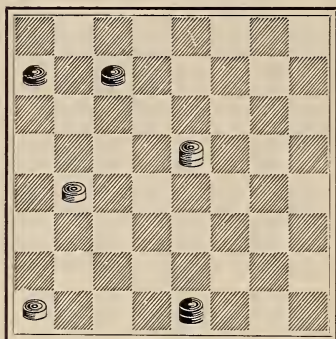
15 18*	6 1	23 26	15 19
27-32 (1)	9-13	24-27	27-32
18 23*	1 6	26 30	19 23
32-28	28-24	27-31	32-28
17 13*	6 10	29 25	22 18
9-14	17-21	31-27	13-17
13 9*	10 14	25 22	30 26
14-17	24-28	27-31	
9 6	14 18	18 15	
5- 9	28-24	31-27	W. wins.

(1)

9-13	14 10	9-13	18 23
17 14	5- 9	6 1	
13-17	10 6	27-32	W. wins.

(g) 15 18 allows the draw as in note e, but the position is most interesting at this point, and the win for White is very neat.

(BLACK.)



(WHITE.)

White to move and win.

29 25*	9-13	15 18 h	31-26
5- 9 i	17 14	22-26	17 13
25 21*	13-17	21 17	25-22
31-27	18 15	26-31	14 9
15 18	17-22	18 15	W. wins.

(h) 21 17, 27-23*, 15 18, 6-9, drawn.

(i) If 31-27, then 17 13, 5-9, 15 18 wins.

If 31-26, then 25 21*, 26-22, 17 13, 5-9, 21 17 wins.

If 6-9, then White wins as follows:

25 21*k	17 14	15 18	14 10
9-13 l	31-27	27-24	W. wins.

(k) 17 13 would only draw, as follows:

9-14	13 9	5- 9*m	2 6
25 21	26-22	6 2	14-18
31-26*	9 6	9-13	Draw.

(l) 31-27, 17 13, 9-14, 15 19 W. wins.

(m) In anticipating the solution of this position in the *Mercury*, Frank Dunne overlooked this move and lost by

14-18	22-13	13- 9	9-13
22 17	15 22	6 1	1 6
			W. wins.

GAME NO. 25.--KELSO.

Played at Boston, Mass., May 12, between A. J. Heffner and H. Z. Wright.

HEFFNER'S MOVE.

10-15	29 25	4- 8	32 7
21 17	6- 9	13 9	15-18
11-16	17 13	8-11	7 2
17 14	9-18	31 26	18-23
9-18	26 23	7-10	28 24
23 14	19-26	14 7	23-30
8-11	30 14	5-14	24 15
24 20	10-17	7 2	30-26
6-10	21 14	14-18	2 7
22 17	15-19	2 7	12-16
2- 6	25 21	3-10	15 10
25 21	11-15	20 16	26-22
16-19	27 24	11-27	Drawn.

Solutions.

No. 11, by Jas. P. Reed.

B., 11, 19, 23, 28. W., 20, 31*, 32. W. moves, B. draws.

31 27	30 25	16 11	11 7
23-26	23-26	19-23	22-18
27 23	25 22	22 25	7 3
11-15	26-31	31-26	18-15
23 30	20 16	25 30	3 7
19-23	15-19	26-22 a	23-27

(a) Correcting move. Drawn.

No. 12, see Game No. 18.

No. 13, by Zach. Brogan.

B., 1, 3, 12. W., 9, 29, 30. B. to win.

12-16	19-24	3- 7*	1- 6
29 25 (1)	22 18	30 26	
16-19	24-27	27-31	
25 22	18 15	26 23	B. wins.

(1)

30 26	19-23	18 15	26-30
16-19	22 18	3- 7*	25 22
26 22	23-26	29 25	1- 5
			B. wins.

No. 14 see Game No. 20.

No. 15, by J. R. Yoemens.

B., 9, 22, 28. W., 16*, 27*, 30. B. moves; W. wins.

28-32	28-24 (2)	24-19	22-31
27 31*	23 27	30 26*	32 28
32-28 (1)	24-28	14-17	31-24
16 19	27 32*	28 32*	28 10
9-14	28-24	19-15	
19 23	32 28*	31 27*	W. wins

(1)

9-13	30 26	22-31	24 20
16 19	32-27	19 23	21-25
13-17	31 24	17-21	23 27
		W. wins.	

(2)

28-32	14-17	17-21	22-25
23 26	26 23	23 26	31 27
		W. wins.	

No. 16, by John Aitchison.

B., 3, 13, 14*. W., 1*, 11, 15, 19. B. to draw. Original solution by J. R. Yoemens.

14-18*	19 16	14- 9	6 9
1 6	23-18*	15 10 (2)	18-15
13-17 ^a	16 12	9- 5	9 6
6 9 (1)	26-31	8 4	3- 7
17-22 ^b	10 6	26-23	10 3
9 6	18-14	2 6	1-10
22-26 ^c	6 2 <i>d</i>	5- 1	8 4
6 10	31-26 <i>e</i>	4 8	15-11
18-23*	11 8	23-18	Drawn.

(a) 18-23, 6 2, W. wins—1st Position.

(b) 18-23, 19 16, 23-19, 15 10, W. wins.

(c) 18-23, 6 2, W. wins.

(d) 6 1, 14-9, drawn.

(e) 3-7, 15 10, W. wins.

(1)

6 10	23-18	11 7	3-19
18-23	16 12	17-21	
19 16	18-14*	10 17	Drawn.

(2)

Mr. Russell's correction.

8 4	11 16	24 27	10 7
26-23	1- 5	18-22 (3)	3-10
4 8	2 6	27 23	6 15
23-18 ^f	5- 1	22-17	13- 9
15 10	16 20	23 18	15 10
9- 5	18-23	17-13	5- 1
8 11	20 24	18 22	12 8
5- 1	23-18	1- 5	W. wins.
(f) 23-19 loses.			

(3)

Mr. Aitchison's restoration.

3- 7*	12 8	15-11	27 24
10 3	18-15	3 8	10-15
1-10	8 4	11-16	Drawn.

No. 17, by Dr. W. B. Banks.

B., 15, 20, 31*. W., 23, 27, 28*. W. to win.

27 24	28 32	23 18	32 30
20-27	31-26	15-22	W. wins.

No. 18, by Dr. W. B. Banks.

B., 8, 11, 15, 18, 19, 26. W., 7*, 10*, 20, 25, 32. B. to win.

19-23	10 19	26-31	32 27
7 16	18-22	19 26	12-19
8-12	25 18	31-15	B. wins.

No. 19, "First Position," by Payne.

B., 12, 23*. W., 19*, 24. W., to win.

24 20	7 11	27 32	18 15
28-32	27-32	28-24	24-28
20 16	11 15	23 18	15 11
32-28	32-28	24-28 (1)	16-19
16 11	15 18	18 15	32 27
28-32	28-32	28-24	28-32
11 7	18 23	32 28	27 31
32-27	32-28	24-27	19-23
7 2	23 27	15 18	11 15
27-32	28-32	12-16	32-28
2 7	19 23	28 32	15 19
32-27	32-28	27-24	W. wins.

(1)

12-16	32 28	11- 8	27 23
18 15	19-16	28 32	8- 3
16-20	18 23	8-11	23 18
15 18	16-11	32 27	3- 8
24-19	23 19	11- 8	18 15
			W. wins.

No. 20, "Second Position," by Anderson.

B., 20, 21, 25*. W., 27, 30, 32*. W. to win.

32 28	14 9	14 9	23 18
25-22	1- 5	1- 5	9- 5
28 24	9 6	9 6	18 14
22-18	5- 1	5- 1	5- 1
24 19	6 2	6 2	14 9
18-22	1- 5	1- 5	1- 5
19 15	2 6	2 6	22 17
22-17	5- 1	5- 1	5-14
15 18	6 10	6 9	17 10
17-13	1- 5	1- 5	21-25
18 22	10 15	9 14	10 15
13- 9	5- 1	5- 1	25-30
30 26	15 19	14 18	15 19
9-14	1- 6	1- 6	30-25
26 23	27 23	18 23	27 32
14-10	6-10	6-10	25-21
23 18	23 18	23 27	19 24
10- 6	10- 6	10-14	20-27
18 14	18 14	19 23	32 23
6- 1	6- 1	14- 9	W. wins.

No. 21, by M. H. C. Wardell.

B., 1, 5, 21. W., 15, 18*, 29. W. to win.

18 14	13-17	7 3	26-23
1- 6	11 7	31-26	10 14
15 11	17-22	3 7	23-19
6- 9	14 17*	26-22	14 18
14 17	22-26	7 10	19-24
9-13	17 13*	22-26	18 23
17 14 (1)	26-31	13 17	W. wins.

(1)

17 22	14-18	2 6	25-21
5- 9*	26 31	25-30	31 27
22 26	18-22	6 10	21-25*
9-14*	7 2	30-25	27 23
11 7	21-25	10 14	25-30
			Drawn.

No. 22, by James Smith.

B., 2, 6, 10, 11, 12, 14, 16, 20. W., 13, 17, 19, 21, 23, 25, 27, 31. W. to draw.

27 24	25 22	18 9	18 14
20-27	20-27	11-16	
31'24	22 18	23 18	
16-20	27-31	16-23	Drawn.

No. 23, by Frank Dunne.

B., 8, 9, 12, 13, 23. W., 15, 17, 20, 22, 31. B. to win.

23-26	31 22	26-30*	8 15
15 10	8-11*	22 18	26-23
9-14*	10 7	13-22	18 14
22 18	23-26*	3 8	23-18
14-23*	7 3	30-26	B. wins.

No. 24, by Charles Hefter.

B., 8, 9, 12, 13, 27*. W. 15, 17, 20, 22, 23. W. to draw.

23 19	12-16	11 15	25-21
27-24	11 7	23-26	22 17
20 16	19-15	3 7	13-22
24-27	7 2	26-30	6 13
16 11	15-10	15 18	21-17
27-23	8 3	6- 1	18 25
11 4	16-19	7 10	17-10
23-16	2 7	30-25	13 17
4 8	10- 6	17 14	
16-19	7 11	1- 5	
15 11	19-23	10 6	Drawn.

No. 25, by James P. Reed.

B., 14, 17, 27*. W., 8*, 16, 23, 30. W. to win.

23 19	8 4	11 15	30 25
27-24	15- 8	18-23	17-21
16 11	4 11	15 18	18 23
24-15	14-18	23-27	W. wins.

No. 26, by L. M. Stearns.

B., 2, 7, 10, 16, 20, 25. W., 13, 18, 21, 23, 30, 32. W. to win.

18 14	9 6	32 27	7 11
10-17	2- 9	19-26	22-26
21 14	13 6	30 23	11 8
25-29	11-15	29-25	26-19
14 9	6 2	2 7	8 12 (a)
7-11	15-19	25-22	W. wins.

(a) The very best attack and defense.

No. 27, by O. H. Richmond.

B., 4, 28*. W., 12*, 32. W. to win.

12 16	32 27	24 20	16 12
28-24	28-32	27-24	8-11
16 11	27 24	11 16*	12 16
24-28	32-27	4- 8	W. wins.

No. 28, by G. W. Hanson.

B., 1, 13*, 14, 15*, 21, 23*, 31*. W., 5*, 7, 16, 24, 25, 30, 32. W. to win.

16-11	23-16	5 9	21-30
15- 8	32 27	13- 6	7 2
24 19	31-24	30 26	30-23
			W. wins.

No. 29, by Payne.

B., 13, 14*, 15*. W., 22*, 23*. B. to play, W. to draw.

14-17	10- 6	6- 9	14-17
23 26	26 30	30 26	22 18
15-10	17-21	9-14	17-14
22 18	18 22	26 30	Drawn.

No. 30, by Payne.

B., 21, 22*, 23*, 24*. W., 30, 31*, 32*. B. plays, W. draws.—W. plays, B. wins.

24-28	27 31	24-20	31 27
31 27	19-24	27 32	
23-19	32 27	22-18	Drawn;
		or	
32 28	31 27	32 27	31 27
24-20	23-19	24-28	22-26
28 32	27 31	27 32	30 23
22-18	19-24	18-22	28-24
			B. wins.

American Checker Review,

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, JULY 1, 1888.

No. 5.

JAMES WYLLIE.

(The Herd Laddie.)

I sing o' a hero whose glory an' fame
Are baed on a hamely an' peace-lovin' game.
His wreath is unstained with the blood o' his kind.
His vict'ries are purely the triumphs o' his mind.
His country, Auld Scotland, is prood o' her son,
And prizes the globe-girdin' fame he has won—
Adjustin' her plaid, wi' a smile an' a nod,
She welcomes wi' fervour her "Chief o' the Brod."

We hail him as chief o' the draught-playing clan;
A wylier player ne'er shifted a "man."
His name has for lang, an' mayhap ever will,
Be a dambrod synonym for far-seeing skill.
Chaotic positions, "cribb'd, cabin'd, confined,"
To order resolve at the touch o' his mind.
A pathway he finds where we see nae a road.
The veteran Herd Laddie, the "Chief o' the Brod."

The veteran Herd Laddie, abroad an' at hame,
Has lang ta'en the lead in this time-honored game;
The champion's wreath still encircles his brow,
Tho' age wi' its hoar-frosts has silver'd his pow;
An' still he's as wylie, as vigorous, an' keen
As e'en in the days when his manhood was green.
An' lang may his mind, in its mortal abode,
Be spared to preside o'er a game at the brod.

An' then when the great game o' life has been
played,
An' things, that look dark noo, in licht are arrayed,
May he find that, in spite o' doubt, darkness and sin,
The last move o' a' was a glorious "win."
The "end game," the blackness an' darkness o'
death,
Can only be read by the bricht e'e o' faith.
By faith we can rob the black king o' his prod.*
An' solve the waurst problems on life's checkered
brod.

—James Ogg in *Aberdeen Free Press*.

OUR PROBLEM TOURNAMENT.

We expect to announce a few more good prizes soon. In the meantime we are ready to receive problems in competition for the following:

Award No. 1.—Five dollars for end game; total pieces not exceeding six.

Award No. 2.—Five dollars for end game; total pieces not exceeding eight nor less than seven.

Award No. 3.—Five dollars for end game; total pieces not exceeding ten nor less than nine.

Award No. 4.—Five dollars for end game; total pieces not exceeding twelve nor less than eleven.

Award No. 5.—Frank Dunne's "Guide and Companion" and Frank Dunne's

"Campbell v. Reed Games" for best stroke problem.

Award No. 6.—"McCulloch's Guide," in cloth for second best stroke problem.

Award No. 7.—"McCulloch's Guide" in paper, Strickland's "Single Corner," and McCarrick's "Lessons" for third best stroke problem.

We shall be pleased to add other prizes to our list as they are received. Meanwhile, we kindly request all our brother editors to give notice of our tourney through their columns, as we desire a large list of competitors. Entries for prizes will cease on Sept. 15 for American and on Oct. 15 for foreign problemists.

We will announce final judges of prizes later on.

FALLING INTO LINE.

One by one the most famous of our analysts and problemists are falling into line, and favoring the REVIEW with their best efforts. Messrs. Mercer and Mugridge, of Buffalo, beg to assure us of their early contributions. Mr. Janvier's delay is only owing to his father's severe illness, but he is recovering and we will soon hear from this renowned author and analyst. Dr. Purcell, the celebrated Indiana expert, is waking up, and promises to give us a few examples of his remarkable skill. Dr. Schaefer has just been heard from, and those who still delay are requested to read Mr. Lyman's letter in this issue and emulate his worthy example.

PRIZE AWARDS.

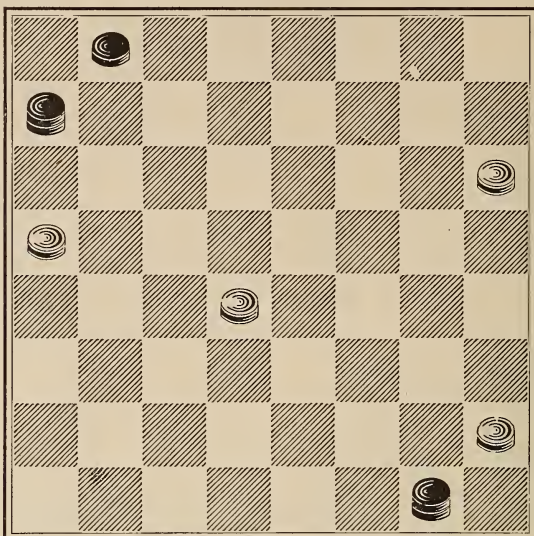
We have received several correct solutions to problems No. 16 and 17, also No. 23 and 24, and finding a choice impossible we placed the names of the contestants for each prize in separate hats and drew forth the names of A. E. Burnett, Lyons, N. Y., as winner of No. 16 and 17, and J. A. Sweeney, Amsterdam, N. Y. for No. 23 and 24.

*Prob or sting.

PROBLEM NO. 41.--MATE TO "THE BLACKSMITH."

By O. H. RICHMOND.

BLACK.

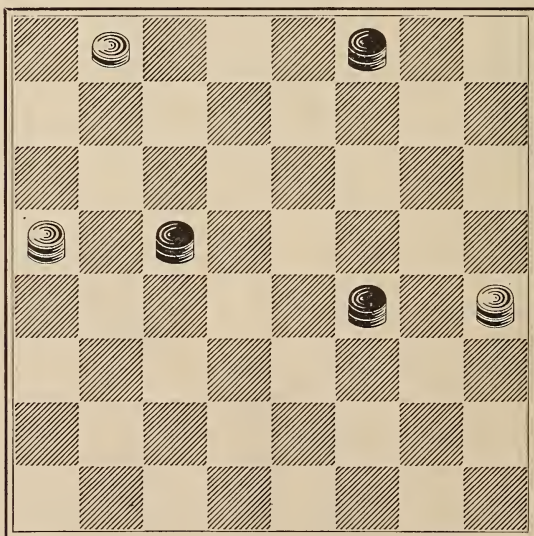


WHITE.

*White to move and win.***PROBLEM NO. 42.**

By M. H. C. WARDELL, DOWNSVILLE, N. Y.

WHITE.



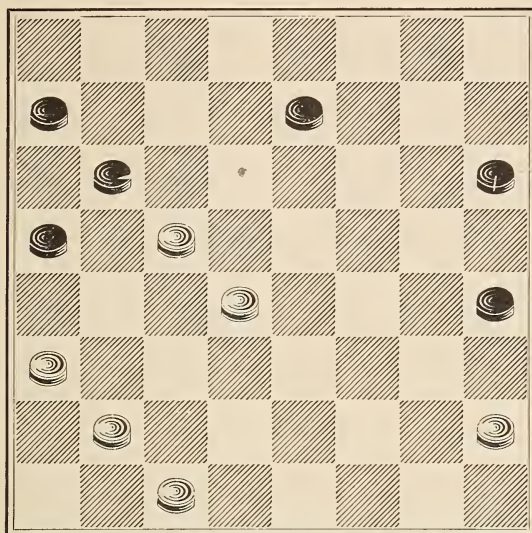
BLACK.

Black to move and Win.

PROBLEM NO. 43.

BY JAMES P. REED.

BLACK.



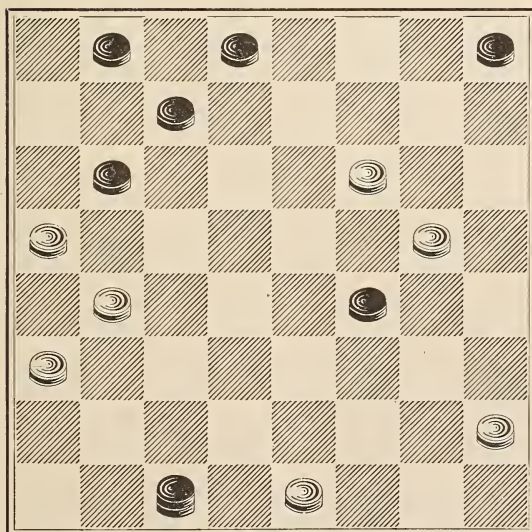
WHITE.

White to move and draw.

PROBLEM NO. 44.

BY A. A. BUSH, SYRACUSE, NEW YORK.

BLACK.



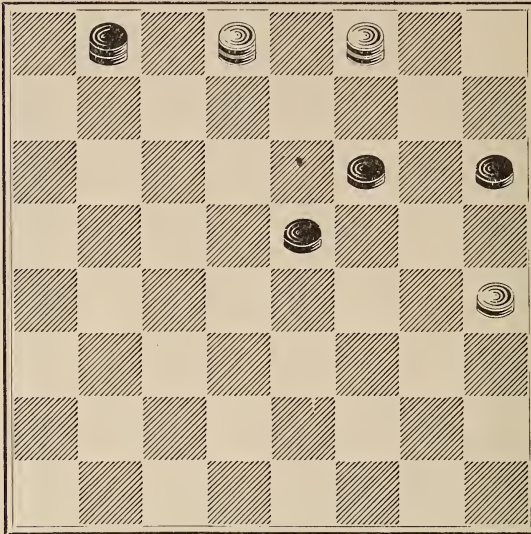
WHITE.

White to move and draw.

PROBLEM NO. 45.

By JAS. TONAR, NEWCASTLE-UPON-TYNE, ENGLAND.

BLACK



WHITE.

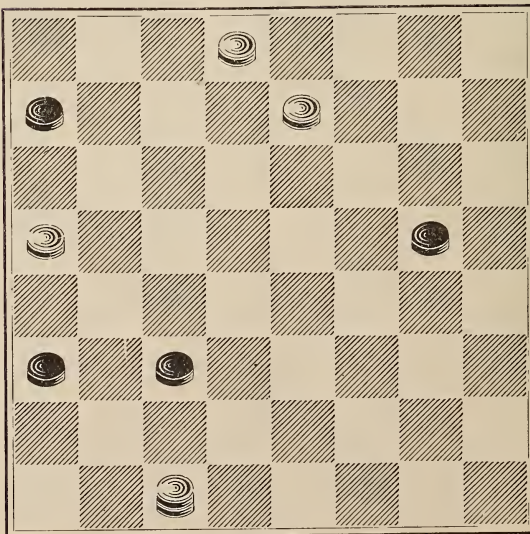
Black to move and White to and win.

PROBLEM NO. 46.

By THE LATE J. B. MACINDOE.

(From Game No. 26, Variation 11, Note c.)

BLACK.



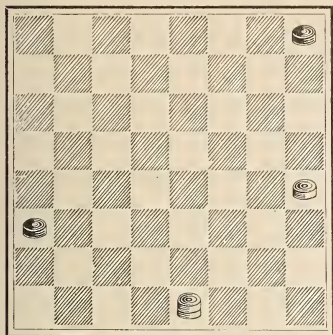
WHITE

Black to move and draw.

PROBLEM NO. 47.

By Chas. Hefter, Problem Editor.

(BLACK.)



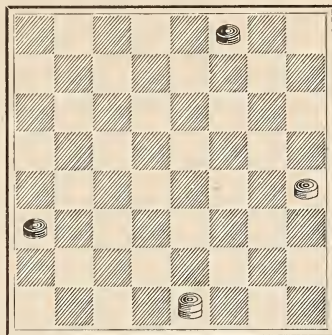
(WHITE.)

Black to move and White to win.

PROBLEM NO. 48.

By Chas. Hefter, Problem Editor.

(BLACK.)



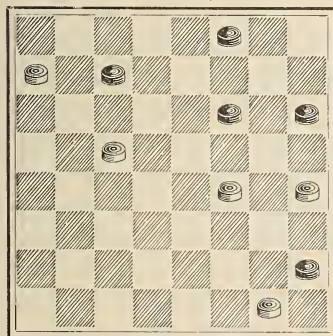
(WHITE.)

Black to move and draw.

PROBLEM NO. 49.

By Chas. T. Davis, St. Paul, Minn.

(BLACK.)



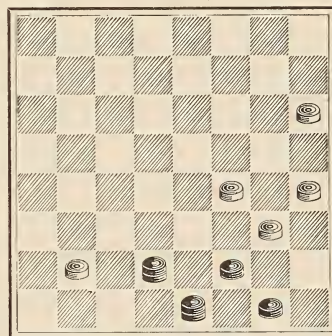
(WHITE.)

White to move and win.

PROBLEM NO. 50.

By Geo. Fletcher, Toronto, Can.

(WHITE.)



(BLACK.)

Black to move and win.

At the commencement of a game, the black men occupy the squares numbered from 1 to 12, and the white 21 to 32. *Black always moves first.*

PROBLEMS FOR BEGINNERS AND STUDENTS.

Number 47.—The Leeds *Express* of June 7 shows Messrs. Leggett, Bosworth, Gardner and others all noting the pretty stroke in game No. 23 of REVIEW. But *all* gave it at above position as *drawn*. Please try again, gentlemen.

Number 48.—A slight difference in position and result. Can you draw it?

Number 49.—This has a *dual* solution, but both are exceedingly pretty and practical.

Number 50.—Corrects Baker-Reed's "Alma," variation 426 at 24th move, and is very neat.

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

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CHICAGO, JULY 1, 1888.

OUR PROBLEMS.

PROBLEM No. 41, by O. H. Richmond, is very neat, and after solving it our readers will agree with Mr. Richmond, that,

"By this position the truth we see,

"Tis as hard to blow for one as three."

Problem No. 42, by M. H. C. Wardell, is not so difficult, but is very neat and practical.

Problem No. 43, by Jas. P. Reed, is an ending of the Black Doctor, and restores a draw on a line long deemed hopeless.

Problem No. 44, by A. A. Bush, correcting Baker-Reed's "Alma," is probably the finest correction of

that work yet discovered, and having escaped the notice of all other critics, it is no discredit to Mr. Denvir that he overlooked the draw in such a seemingly hopeless position.

Problem No. 45.—Probably the compositions of no problemist or analyst have afforded us more genuine pleasure and instruction than those of Mr. Jas. Tonar, the celebrated editor of the *Draught Board*, and though he does not contribute as much as in the good old days of that great magazine, nevertheless, he favors us occasionally with a specimen of his great abilities, and we select this problem as one of his finest. It was originally given in the *Woonsocket Reporter* by Mr. Jos. Brown, who offered a prize for the best correct solution, which was captured by ex-Champion Heffner, who claimed the problem as a Black win. About the same time it appeared in the *Northern Leader* as a prize problem by Mr. E. W. Spiller, solutions again being requested; and in response Mr. Tonar not only captured the prize with his matchless solution, but actually disproved the conditions, and is rightfully accorded the authorship. It is especially commended to those who love beautiful and intricate problem compositions.

Problem 46.—Few players of the present day know of J. B. Macindoe, the once champion of the United States, and predecessor of Mr. Dunlap as draughts editor of the *Turf*. But his analytical and problematical abilities were of the very highest order, and it is a pleasure to publish this beautiful

presumably impossible draw.

* *

WE can not but admire the pluck of our young American champion. He certainly disappointed us in not making a match with our co-editor, but cowardice is certainly not the reason. Knowing well that to beat Champion Smith means to beat the combined skill of Smith, Gardner, Richmond, and probably the "Herd Laddie" also, his willingness to meet the English shortage of expense and his anxiety to enter the great contest show traits which can not be too much admired in a skillful match-player.

* *

EX-CHAMPION HEFFNER in a long letter to the *Turf* tries to exonerate himself from fault for not meeting Mr. Reed in a match. The weather is entirely too warm for any word controversy or hard match play, but aspirants for checker gore will find our man and money ready as soon as the summer season is over.

CHECKER CHATTER.

All of the REVIEW subscribers are delighted with the magazine. It is said to be the best literature ever given to the checker public.

All players passing through Denver will be cordially received by R. A. Gurley, who can be found at his office, 14 Tabor Block. None will regret having stopped over in that beautiful city, which is the gem of "America's Switzerland."

The many friends of Geo. Dick will learn with exceeding regret that he met with a sad accident on April 27, in which he broke his right leg in two places. It

occurred in the coal mines at Walsenburg, Colorado, but the particulars have not been learned. He is now out of danger and in a fair way to recover the use of his limb.

In addition to many fine games and problems, the *International Draught Player*, No. 6, begins an extended analysis of the Bristol 23-18 line by Mr. M. Atkinson, of Manchester. We will be pleased to receive subscriptions from any of our readers. The price is \$1 per annum.

There is now strong probability that the players of Denver will have a contest to decide the city championship, so long in dispute. It is conceded on all sides that Dick holds the State wreath, and it is futile for any resident player to try and wrest it from him. Many think that the new comer, Ellis, will carry off the glory of the field.

Jas. Ellis, a strong player from Scotland, is now a resident of Denver, and succeeds nobly in caring for the strongest local players thereabouts. Ellis belonged to the Larnakshire team and played in the team matches against Glasgow. He is well posted, having played some of the most formidable Scotch checkerists, including Martins and the "Grand Old Man."

Mr. J. Hedley, the celebrated Leeds expert, has commenced a fine column in *La Gazette du Jeu de Dames*, a French magazine chiefly devoted to Polish draughts. Certainly no one is more capable of popularizing our game in this new field than Mr. Hedley, and we wish him every success.

H. Z. Wright has made the Denver players a proposition to stop over in that city two days in July, while *en-route* to the Pacific Coast. The players would undoubtedly accept the proposition were it not that they would be debarred from seeing a contest between him and Dick, owing to the accident to the latter. Wright undoubtedly will have an opportunity to meet with the formidable coal miner on his return trip, as the Denver players have abundance of faith that Dick can "Waterloo" him in a match.

(8)

5- 9 <i>d</i>	6-15	19-23	26-30
21 17 { 9	17 13	21 17	7 3
10-15 { 10	12-16*	15-19	11-16
26 23 { 11	13 6	18 14	20 11
19-26	1-10	10-15	30-22
28 10	30 25	14 10	
2- 6	16-19	23-26	
31 22	25 21	10 7	Drawn.

J. B. Macindoe.

(*d*) A tempting, but weak move—the play resulting therefrom being especially interesting.

(9)

1- 5	26 22	2-11	18 9
17 14*	17-26	28 19	5-14
10-17	30 7	9-14	31 27*

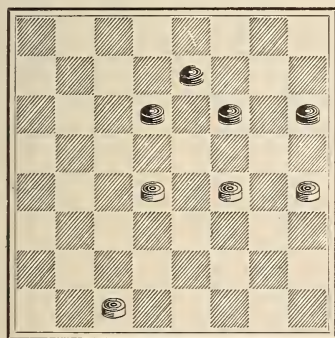
W. wins.—*J. B. Macindoe.*

(10)

2- 7	10-17	19-26	1-10
17 14*	26 23	31 6	28 19

and we have a fine problem for students:

(BLACK.)



(WHITE.)

Black to move and White to win.

10-14	24-28	32-27	12-16
18 9	15 19	6 9	22 26
7-10	28-32	27-32	16-20
9 6	20 16	9 14	27 32
11-15	32-28	17-21	28-24
6 2	16 11	14 18	26 23
15-24	28-32	32-27	24-27
2 7	11 7	18 22	23 19
10-14	32-27	27-32	27-31
7 10	7 2	19 24	19 15
14-17	27-32	32-28	
10 15*	2 6	24 27	W. wins.

J. B. Macindoe.

(11)

19-23	6-24 (12)	9-14	32-28
28 19	30 26	18 9	3 8
10-15	24-28	5-14	11-15
19 10	17 14	10 7	8 11
2- 6	1- 5	28-32 <i>c</i>	14-18
26 19	14 10	7 3	Drawn.

J. B. Macindoe.

(e) 14-17, 7 3 draws. See problem No. 46.

(12)

6-22	18-23	16-20	14-18
17 14	11 7	6 10	3 14
9-18	12-16	5- 9	20-24
19 15	7 2	10 6	
11-16	1- 5	9-14	
20 11	2 6	6 9	W. wins.

J. B. Macindoe.

GAME NO. 27.—ALMA.

By Chas. Hefter.

11-15	16-23	11-16	26-22
23 19	26 19	7 10	17 14
8-11	9-14	16-23	22-26 <i>a</i>
22 17	18 9	10 17	27 23* <i>b</i>
9-14	5-14	29-25	26-31
25 22	22 17	24 19	23 18*
3- 8	6- 9	8-11	31-27
26 23	13 6	28 24	14 10*
5- 9	2- 9	4- 8	27-24
17 13	17 13	24 20	19 16*
11-16	14-18	25-22	12-19
29 25	13 6	17 26	10 7
7-11	18-23	21-25	24-27
31 26	27 18	30 21	7 3
1- 5	15-29	23-30	27-23
21 17	6 2	21 17	3 12
14-21	10-14	30-26	23-16
23 18	2 7	32 27	Drawn.

(a) 22-18 wins.—*C. M. Potterdon.*

(b) Solution to problem No. 36; any other move would lose—thus:

27 24 (1)	22-18	6 1	11-15
26-22	10 6	14-10	
14 10	18-14	1 5	B. wins.

(1)

14 10 (2)	31-26	6 2	17-14
26-31	10 6	22-17	7 16
27 24	26-22	2 7	B. wins.

(2)

14 9	27 23	23 18	19 15
26-31	31-27	27-24	B. wins.

GAME NO. 28. --- OLD FOUR-TEENTH.

By H. D. Lyman, New York.

Editor of the Review:

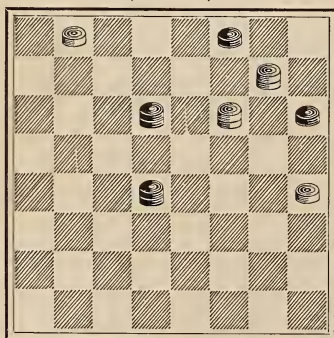
As you are publishing some games for the benefit of beginners, and to show some neat strokes, I send you a continuation of Spayth's Old Fourteenth, Variation 74, at the 27th move, which I won twice in Washington some years ago. I am so pleased with the general excellence of your magazine that I am obliged to break through an enforced restraint of several months duration and contribute my mite to your valuable periodical.

Yours truly,

H. D. LYMAN.

11-15	18-22	26-22	17-10
23 19	25 18	32 28	8 4
8-11	15-22	22-15	5- 9
22 17	23 18	24 19	29 25
4- 8	14-23	15-24	9-14
17 13	27 18	28 19	25 21
15-18	9-13	13-17 <i>a</i>	14-18
24 20	17 14	19 15	21 17
11-15	10-17	17-22	18-23
28 24	21 14	15 10	17 13
8-11	6-10	22-26	23-26
26 23	30 25	10 6	13 9
9-14	10-17	26-30	26-31
31 26	25 21	6 1	4 8 <i>b</i>
6- 9	22-26	30-26	31-26
13- 6	21 14	1 6	9 5
2- 9	26-30	26-22	26-22
26 22	19 15	6 2	5 1
1- 6	30-26	22-17	22-18 <i>c</i>
22 17	15 8	2 11	Position.

(BLACK.)



(WHITE.)

White to move and win.

20 16* 12-19 11 16 W. wins.

(a) Spayth gives 7-10 here, and the draw is easy at any time after this point.

(b) The trap is quietly set here.

(c) The cog wheel that enabled me to set the machinery in motion.

GAME NO. 29--GLASGOW.

By John T. Hennigan, Groton, Mass.

11-15	22 18	16-20	2 6
23 19	9-14	29 25	26-30
8-11	18 9	1- 6	23 19 <i>a</i>
22 17	6-22	25 22	30-26* <i>b</i>
11-16	26 17	2- 7	6 10
24 20	5- 9	22 18 (2)	14-18
16-23	28 24	6- 9	10 3
27 11	9-14	17 13 (3)	11-16
7-16	30 26	10-15	19 15
20 11	4- 8	13 6	18-23
3- 7	31 27	15-22	27 18
25 22 (1)	8-11	6 2	20-27
7-16	26 23	22-26	Drawn.

(1)

11 8	9-14	30 26	20-24
4-11	25 22	15-18	27 20
28 24	10-15	26 23	18-23
11-16	22 17	6-15	25 21
26 23	11-16	23 14	23-27
16-20	17 10	15-18	32 23
31 27	16-19	29 25	6- 9
7-11	23 16	1- 6	13 6
17 13	12-28	21 17	2-27
			Drawn.

(2)

23 19	21 17	19 16	32 7
11-15	14-21	12-28	6-10
17 13	22 17	27 24	7 2
7-11	15-18 (4)	20-27	Drawn.

(3)

23 19	32 23	9 6	2 6
14-23	9-14 (5)	15-24	11-15
27 18	18 9	6 2	
20-27	11-15	7-11	Drawn.

(4)

11-16	27 11	20-27	23 18
17 14	10-17	32 23	17-22
16-23	11 7	6-10	7 2
			Drawn.

(5)

9-13	11-16	12-19	23-27
17 14	19 15	14 9	9 6
10-17	16-19	19-23	27-31
21 14	23 16	18 14	W. wins.

16-20
Kers

(a) In game 246 of *Checkerist* this move is given as a White win and correction of Janvier's "Anderson."

(b) 14 18 loses for Black.

GAME NO. 30.--CROSS.

By W. C. Parrow, Boston, Mass.

11-15	11-15	1- 5 (1)	15-24
23 18	13 6	25 9	2 6
8-11	2- 9	5-14	10-15
27 23	26 22	21 17	6 10
4- 8	7-11	14-21	15-19
23 19	22 17	23 18	10 15
9-14	9-13	3- 7 (2)	19-23
18 9	27 23 a	29 25	15 19
5-14	13-22	10-14	23-26
22 17	24 20	18 9	19 28
6- 9	15-24	7-10	8-11
31 27	28 19	9 6	30 23
15-18	18-27	11-15	21-30
17 13	32 23	6 2	Drawn.

(a) Solution to problem No. 34. The play before and after this move is exceedingly neat and intricate, and we trust our critics will not allow any loopholes to escape their watchful eyes.

(1)

22-26	2-17	26-22	9-14
19 16	25 21	7 2	3 8
12-19	17-22	22-18	15-19
23 7	21 17	2 7	8 11
8-12	22-26	18-15	14-18
30 23	17 14	29 25	22 15
14-18	26-30	1- 5	19-10
23 14	14 10	25 22	12 16
10-17	30-26	5- 9	
21 14	10 7	7 3	Drawn.

(2)

12-16	10 7	18-23	14 10
19 12	3-10	29 25	23-26
10-15	12 3	23-27	10 19
18 14	15-18	25 22 b	32-27
15-19	3 7	27-32	30 23
14 10	10-15	10 14	27-25
11-15	7 10	19-23	Drawn.

(b) 10 7, 15-18, 7 10, W. wins.—W. C. Parrow, June 21, 1888.

The headquarters of the Chicago Checker Club are in the rear of cigar store 159 South Clark Street. Strangers will be welcome there at any time.

Solutions.

No. 31, by Chas. T. Davis.

B., 8, 14*, 16. W., 2*, 22, 24. W. to draw.

2 7	7 11	11 16	16 19
16-20	20-24	19-23 (1)	24-28
24 19	19 16*	22 18*	19 26
8-12	12-19	14-10	Draw.

(1)

24-28	23 19	27-23	15 11
16 23	32-27	16 20	18-15
28-32	18 15	7- 2	16 12
22 18	10- 7	20 16	
14-10	19 16	23-18	Draw.

No. 32, by Geo. Fletcher.

B., 5, 7, 13, 22*. W., 15*, 16, 18, 21.
W. to win.

18 14	15 19	14 9	2 6
13-17	25-22	5-14	15-22
16 12	8 3	3 7	6 9
22-25	11-15	18-22	22-18
12 8	19 10	7 2	10 15
7-11	22-18	22-18	W. wins.

No. 33, by H. D. Lyman.

B., 3, 4, 23. W., 20, 31, 32*. W. to win.

32 28*	28 24	24 19	31 27
4- 8	23-27	27-32	W. wins.

No. 34, see Game No. 30.

No. 35, by Frank Trimble.

B., 3, 18*, 22*. W., 12, 20, 31*. B. to win.

18-23*	15-19	7-11	24-28
20 16	8 4	12 8	8 15
22-18	19-24	24-28	23-27
16 11	4 8	8 4	31 24
18-15	3- 7*	28-24	28-10
11 8	8 3	4 8	B. wins.

No. 36, see Game No. 31.

No. 37, by Dr. W. B. Banks.

B., 3, 26. W., 15, 19, 27. B. to draw.

26-31	23 18	3- 7 (1)	15 8
27 23	27-24	16 12	24-15
31-27	18 15	7-11	Draw.

(1)

24-20	20-24	24-19	19-12
16 11	19 16*	15 10*	10 6
			W. wins.

No. 38, by the late A. Mackintosh.

B., 3, 7*, 15*. W., 12, 20, 24*. W. to draw.

20 16	18 22	24 20	8- 4
7-10	27 31	10- 7	24 19
24 20	22-18	20 24	4- 8
10-14	31 27	15-11	19 15
20 24	18-14	24 20	8- 4
14-18	27 24	11- 8	15 19
24 27	14-10	20 24	Drawn.

No. 39, by L. M. Stearns.

B., 5, 7, 10, 11, 15. W., 17, 20, 21, 25, 29. W. to win.

17 14	15-18	29 22	15-19
10-17	25 22	11-15	22 18
21 14	18-25	20 16	W. wins.

No. 40, by Chas. Hefter.

B., 3, 13, 15, 27*. W., 2*, 7, 21, 25, 30. W. to win.

25 22	2 7	7 11	21 17*
3-10	10-14	14-18	W. wins.

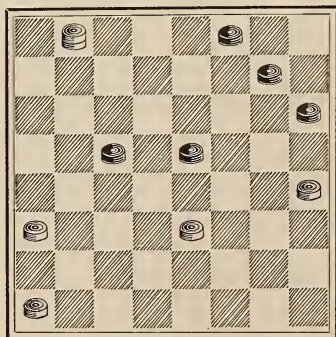
Corrections.

In game 1, variation 16, note H, seventh move (B., 1, 12, 15; W., 7. 17, 28), for 12-16, which loses, play

15-18	1- 5	13-17	26-31
7 2	11 15	3 8	11 15
18-23	12-16	17-22	31-27
2 7	14 10	8 11	15 18
23-27	5- 9	16-20	27-31
7 11	10 7	15 18	
27-32	9-13*	22-26	
17 14	7 3	18 23	Drawn.

Willie Gardner.

In game 9, variation 5, at the sixteenth (BLACK.)



(WHITE.)

move for 1 6 (which only draws) play—

29 25	32-28	14 9	28-19
3- 7	1 6	23-18	3 7
25 22	11-15	9 6	19-24
7-11	6 10	18-23	7 10
22 17	15-19	6 2	8-11
15-18	3 7	23-27	2 6
17 10	28-32	7 3	24-19
18-27	21 17	27-32	6 9
10 7	32-27	10 15	19-23
27-32	17 14	32-28	9 14
7 3	27-23	15 24	W. wins.

A. D. P.

In game 9, variation 9, at the seventh move, for 15-19, which loses, play—

9-14	15-19	15-18	28-32
22 17 <i>a</i>	7 2	11 15	10 7
13-22	10-15	19-24	18-23
26 17	2 7	17 14	7 2
14-18	18-22	24-28	22-25
11 7	7 11	14 10	Drawn.

J. O. Murdoch.

(a) 26 23, 15-19, drawn.

In game 9, variation 11, at the nineteenth move, for 18 14 (which loses) play 23-27 and Black wins.—*Wm. Fleming.*

But at the sixteenth move (B., 13, 15, 18*, 19, 20; W., 5*, 11*, 21, 29, 31) for 11 16, which draws, play 31 26, 19-24, 26 22, and restore the White win.—*Chas. Hefter.*

In game 13 reverse the sixteenth (27-23) and eighteenth (25-22) moves and thereby avoid three for two by 20 24 at the seventeenth move.

In game 14 note *a* should read White, not Black win.

In game 16, variation 1, note *d*, at the fifth move for 23 14 (which loses) play 22 15, 11-27, 31 24, 16-23, 26 19, drawn.—

Chas. Hefter.

In game 16, variation 5, note *b*, part † continue the play (B., 2, 5, 6, 11, 12, W., 14, 18, 20, 24, 25).

12-16	14 10	5-14	7 3
25 21	9-14	10 7	18-22
6- 9	18 9	14-18	Drawn.

C. Hefter.

The *Turf, Field and Farm* says of the REVIEW: "No. 4 is at hand, and each number increases in attractiveness and value. The analyses of games numbered 23 and 24 are worth more than the price of the magazine."

American Checker Review,

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, JULY 15, 1888.

No. 6.

HURRAH FOR A GAME AT THE BROD.

The day's wark is owre an' the ev'nin's our ain,
Sae come awa', John, wi' the dambrod an' men,
We'll jist hae a game, or I'll tak' you for three;
A game at the brod's aye a pleasure to me.
The heichts an' the howes o' life's roch, rocky
road
Are forgot for a time owre a game at the brod.

Hurrah for a game at the brod, my frien',
There's sense in a game at the brod;
There's play you will find for the powers o' the
mind
In a weel-battled game at the brod.

Some gowks seek for pleasure, an' find it, they
think,
By steepin' their senses in soul-searin' drink;
But this kind o' pleasure's a deil-baited snare,
An' lands fouk at last in the slough o' despair.
For smoothin' life's journey an' easin' the load,
The stoup canna cope wi' a game at the brod.

The caution an' forethought conduced by our game
Are usefu' attendants abroad an' at hame;
An' wrestlin' wi' problems gies grace to the brow,
An' keen penetration an' pith to the pow.
For gentle an' simple, for married an' odd,
There's pleasure for a' in a game at the brod.

The min' maun be drumly an' slow to discern
That fails frae the dambrod a lesson to learn.
As weak, feckless shift often ruins a game,
As in life ae false step may lead doonward to
shame,
Let caution an' truth then aye point us the road,
An' mak' life like a weel-battled game at the brod.

Then hey for a game at the brod, my frien',
There's pith in a game at the brod;
There's play for the mind, as the sharpest will
find,
In a weel-battled game at the brod.

Aberdeen.

JAMES OGG.

GOULD'S MATCH GAMES.

Mr. Jos. Gould, of Middlesbrough, England, has just issued a new and handsome edition of his Match Games—a work that should be in the hands of every lover of draughts.

This is, without doubt, the handsomest and most elaborate work ever published on the game, and could not be produced in this country for anything near the price at which it is offered—viz., \$1.50.

Mr. Gould is an enthusiast on the game, and being also a printer, is able to produce books at a price that throws all other authors in the shade.

The book is neatly bound in bevel boards, gilt edges, richly embossed back

and sides, and contains photographs of James Wyllie and the late Robert D. Yates.

CHECKER CHATTER.

Mr. Birkenshaw, the celebrated Leeds expert, has removed to London, and already covets the championship of the world's metropolis.

* *

As we go to press we learn that James Smith, Champion of England, has fixed upon the 24th day of December for the commencement of the long-talked-of match with Charles F. Barker.

* *

Mr. Wyllie's score for New Zealand is now 4,055 games. Of these he has won 3,855, lost 7, and drawn 193. The score for Canterbury is 992 games. Out of that number the champion has won 959, lost 2, and drawn 31.

* *

A match of ten games by correspondence between F. W. Breckenridge, Hoosic Falls, N. Y., and J. W. Bolton, Lawrence, Mass., has just been finished, resulting in the following score: Bolton 5, Breckenridge 0, drawn 5.

* *

Dr. J. H. Zukertort, the distinguished chess-player, died suddenly in London, June 20th. The evening before his death he was suddenly seized with illness while playing his favorite game and expired at 10 o'clock next morning.

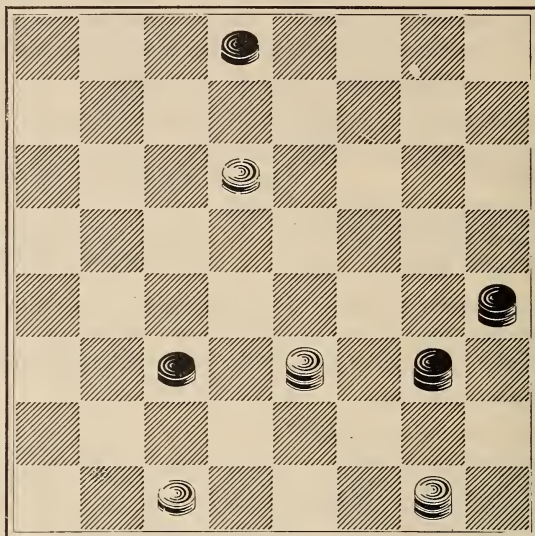
* *

L. M. Stearns, checker editor of the Derry News and champion of New Hampshire, would be pleased to exchange photos (cabinets of course) with any of the readers of the REVIEW. Mr. Stearns already has a fine collection of photos of his checker friends, and is desirous of making it as complete as possible.

PROBLEM NO. 51.

By L. M. STEARNS, DERRY DEPOT, N. H.

BLACK.



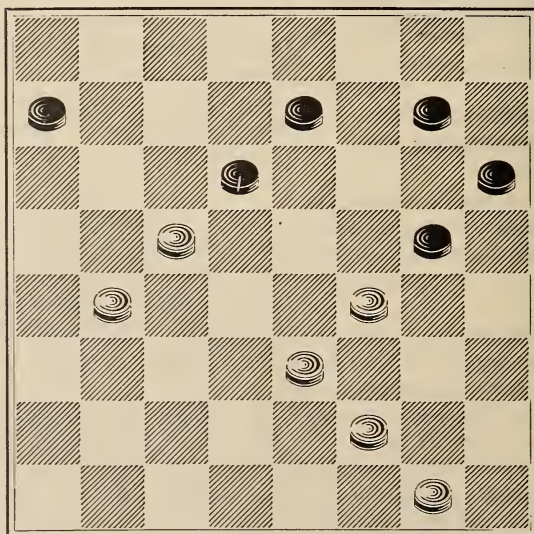
WHITE.

White to move and win.

PROBLEM NO. 52.

By GEO. W. BROWN, WARREN, MAINE.

BLACK.



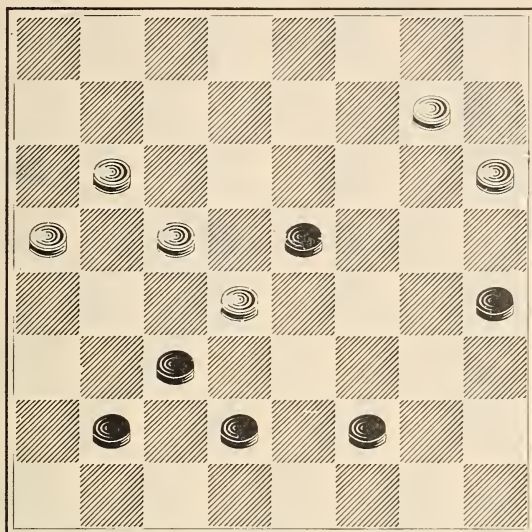
WHITE.

White to move and Draw.

PROBLEM NO. 53.

BY JAMES MACDONALD, TRAMPERAS, N. M.

WHITE.



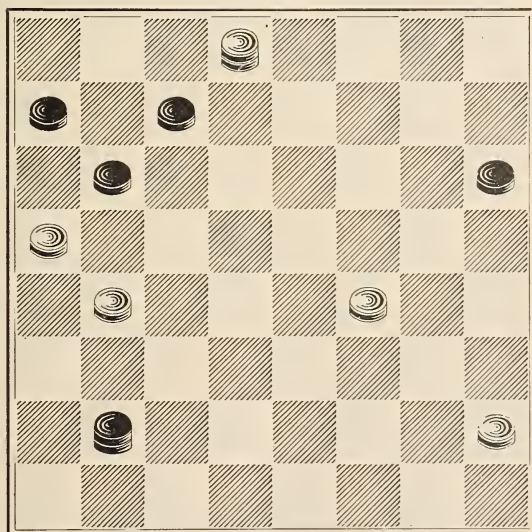
BLACK.

White to move and Black to win.

PROBLEM NO. 54.

BY CHAS. HEFTER, PROBLEM EDITOR OF REVIEW.

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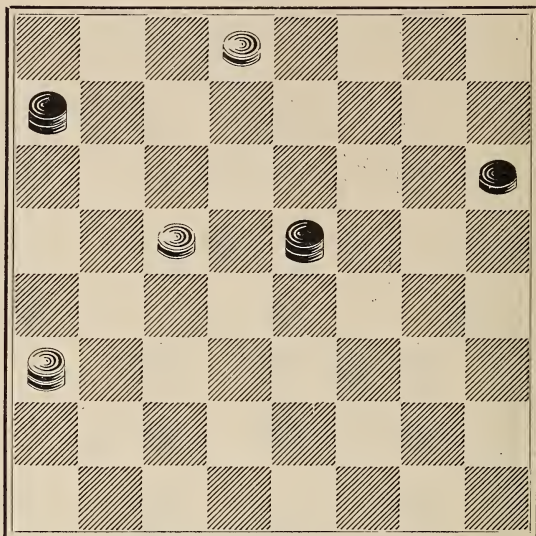
WHITE.

White to move and draw.

PROBLEM NO. 55.

BY FRANK DUNNE, DRAUGHTS EDITOR *Leeds (ENG.) Mercury.*

WHITE.



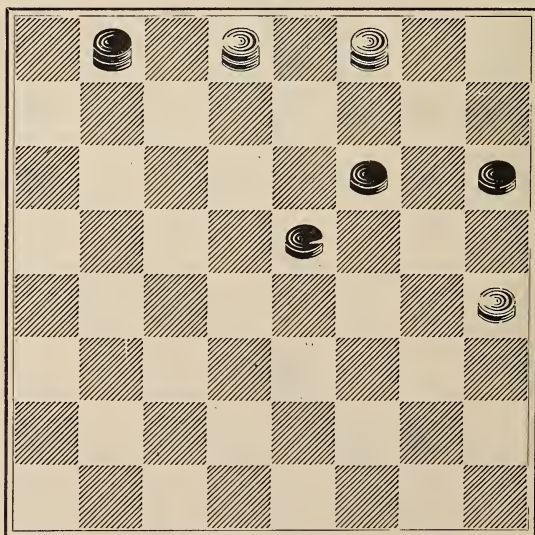
BLACK.

Black to move and win.

PROBLEM NO. 56.

BY JAS. TONAR, NEWCASTLE-UPON-TYNE, ENGLAND.

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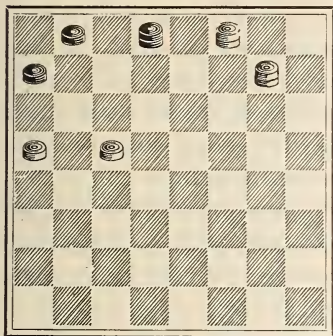
WHITE

Black to move and White to draw.

PROBLEM NO. 57.

By H. D. Lyman, New York.

(BLACK.)



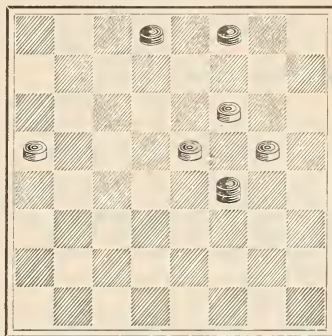
(WHITE.)

White to move and win.

PROBLEM NO. 58.

By A. Graham, Peterborough, Can.

(BLACK.)



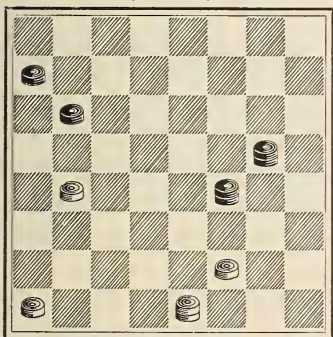
(WHITE.)

White to move and win.

PROBLEM NO. 59.

By Dr. W. B. Banks, Detroit, Mich.

(BLACK.)



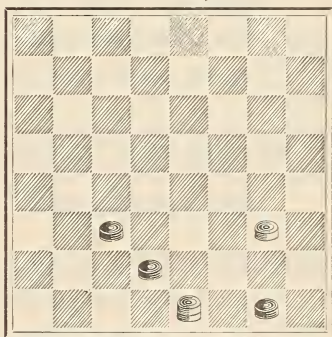
(WHITE.)

White to move and win.

PROBLEM NO. 60.

By M. H. C. Wardell, Downsville, N. Y.

(WHITE.)



(BLACK.)

Black to move and win.

At the commencement of a game, the black men occupy the squares numbered from 1 to 12, and the white 21 to 32. *Black always moves first.*

PROBLEMS FOR BEGINNERS AND STUDENTS.

Number 57, by H. D. Lyman, is very neat. Can you save the piece on 14?

Number 58, by A. Graham, is a pretty resetting. Can you dethrone the king on 19?

Number 59, by Dr. W. B. Banks, is another resetting, but how are you going to win it?

Number 60, by M. H. C. Wardell, is published by the special request of a well-known Eastern player. He thinks it is elegant and so do we. What do you think?

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

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J. W. L. MOWATT, Aberdeen, Scotland, agent for Scotland.

CHICAGO, JULY 15, 1888.

OUR PROBLEMS.

PROBLEMS Nos. 51, 52 and 53 are entered in competition for prizes.

Problem No. 51, by L. M. Stearns, is certainly one of the finest efforts of the talented New Hampshire champion, and will prove quite puzzling to our many solvers.

Problem No. 52, by George W. Brown, occurred in play, and is a practical ending, whose principles should be familiar to every draught player, and taken advantage of whenever opportunity will permit.

Problem No. 53, by James McDonald, is an ending from Drummond which has been continued

from our setting for a draw by the celebrated Glasgow critic, James Macfarlane. Our contributor proposes to restore the original conditions, and we think he has admirably succeeded. To retain the piece which White must evidently forfeit requires very careful and neat manipulation.

Problem No. 54, by Chas. Hefter, corrects Schaefer and Kelly's Paisley, Var. 73, at fifteenth move. What those careful analysts overlook in neat endings is well worth our readers' attention.

Problem No. 55, by Frank Dunne, is from an ending between the famous English experts, Willie Gardner and George Jewett, in a match between the players of Leeds and Hull. Mr. Jewett had played 16-20 and lost, but in a foot-note to game, stated that 16-12 would have "drawn easily." Mr. Dunne, however, took exceptions and invited the attention of critics to the fine win for Black. We think the invitation can be further extended to the REVIEW critics with profit.

Problem No. 56. If our readers were puzzled to understand conditions of Problem No. 45, we were still more puzzled to account for same, and finally gave it up. The problem is entirely too fine to appear with a flaw, and we take pleasure in republishing it, and request our solvers to go right ahead as though nothing had happened.

* * *

THE CHAMPIONS AND THEIR FRIENDS.

MESSRS. Barker, Reed, Heffner and Wright have been exchanging compliments through

the *Turf*, and as usual, saying a few things which were better unsaid. The *friends* of Mr. Reed have also requested, almost demanded, that Mr. Barker meet our co-editor immediately, or *resign the championship*. This we deem rather hasty, and agree with Bro. Dunlap that the champion was entitled to consideration pending negotiations for a match with Champion Smith. Furthermore, proud as Mr. Reed would be to possess the title of champion of America, we know he would only esteem it an honor if won in fair contest across board, and still more would he esteem it if won from Chas. F. Barker. The match with the English champion will soon take place, and as Champion Barker has promised Mr. Reed a contest almost immediately thereafter, we suggest that all true friends of the Pittsburgh favorite have a little patience, and when the weather is delightful and cool we may expect another great battle between these old rivals.

* * *

In order to have all the numbers of the REVIEW of uniform size for binding, we have printed a second edition of No. 1, which will be mailed to all our regular subscribers with this number. We trust our subscribers will appreciate this voluntary effort to make the REVIEW what we announced in the beginning—a first-class magazine in every respect.

* * *

MR. ANDREW JACKSON, the noted Manchester expert, has removed to Glasgow, adding one more to

the list of great players in the Scotch metropolis. We presume he will be heard from now about once a year—at the Lanarkshire Tournament.

* * *

IN the *Leeds Mercury Supplement* of June 16th "Bootle" shows up all the flaws in Game No. 9, and also shows a pretty win in Var. 11, at eighth move, by 10-7 for 5-9.

* * *

IN solution to Problem No. 35, the fifteenth and seventeenth moves should be 24-20 and 20-24, respectively, the error in notation being merely clerical.

* * *

WE are informed that Problem No. 11 has been anticipated in the *Liverpool Courier* in 1886, by D. Watson.

* * *

WE have not seen the *Canadian Checkerist* for some time. Has it joined the great majority?

* * *

OUR prize problem tournament commences in this number.

DRAUGHTS AND DRAUGHT-PLAYERS.

[C. Adamson, twenty-five years ago, at a gathering at Markinch, Scotland.]

We are told by competent authorities that draughts is one of the oldest games in existence, as it is certainly one of the best. It is believed to be much older than the celebrated game of chess, but, unlike chess, has been handed down to us without the slightest change in its system or style of play—a good evidence of its simplicity of design and stability of character. Much has been said and written about the comparative merits of chess and draughts, but having no wish to enter into a discussion on the subject, I would simply

dismiss it with the remark that it is hard to tell which of two seas is the deepest when in neither can soundings be found. The simplicity of design in draughts is one of its most striking peculiarities, for while its rudiments may be learned in an hour, a lifetime may not insure its perfection. The practice of draughts is an interesting study and an amusing recreation, a stern though bloodless battle-ground, and an arena for friendly rivalry. It downes care, soothes pain, and is a pleasant enlivener of the leisure hour. It promotes harmony, good feeling, good fellowship and friendship, and is an "open sesame" to the hearts and homes of many who would otherwise have remained strangers to each other for life. Though simple in its origin and nature, yet the merits and beauties of draughts lie not on its surface. 'Tis not to the careless observer and heedless player that the beautiful science of draughts exposes her intricate problems and grand combinations. 'Tis not to those who will give no thought, devote no time, nor exert no faculty in acquiring the method of extracting the richness and variety of her treasures, that her secrets are unfolded—'tis only to the student, that careful, painstaking, persevering student in her cause, that said secrets are unfolded and her treasures developed. How marvelous the variety of her modes of conducting the mimic warfare—the well-planned attack, the skillful defense, the cut, the blow, the block, the broken crowned-head and the captured men. Think on its strong positions, its dexterous movements, its winning ways and drawing propensities, and say: Have we not good reasons for enjoying the game of draughts? Many and varied are the opinions regarding the necessary qualifications of a good draught-player. Much has been set down to his caution, his calculation, his concentrativeness, memory, locality, foresight, etc., but I think there are others equally necessary, and more generally overlooked. One is combativeness. Without a certain amount of that essential qualification, the student of the game would soon be borne down in the conflict and obliged to retire; with it, even an indifferent player is no despicable antagonist. Temperance I would also enumerate among the necessary qualifications for no man can play well who is not tem-

perate, and certainly we never knew an habitual drunkard to be a good draught-player. Patience also should not be underrated, for unless you have patience you cannot bring your thoughts to bear on the game with that freedom of action and calmness of a "mind at ease" so indispensable to a game of draughts. Calculation has frequently been put forward as an important element in draught-playing. This, in the ordinary signification of the word, I deny; for I know many good arithmeticians who are no draught-players, and *vice versa*. I rather incline to think that when people say it requires great "calculation," it is but the simple mode of expressing the meaning of the power of *foreseeing* and *retaining* in the mind the *impression* that the various changes of the game give rise to, and judging accordingly what is best to be done. Good temper I would rank high as a necessary qualification in every game or match at draughts. It should ever be the draught-player's ruling star, for it helps him to victory and sustains him in defeat. It moderates the triumph of the victor, and enlivens the spirits of the vanquished. Hope is another qualification which I am surprised to see so generally ignored and almost universally underestimated. Hope should ever be by the draught-player's side, no matter how untenable his positions or doleful his prospects. "Hope on, hope ever," should be his motto. Let him remember the race is not always to the swift nor the battle to the strong, and that a few men well handled are better than more numbers badly maneuvered. At the same time every player should guard against a false security. Perseverance I would name as the corner-stone of them all. It is the cement which binds them as one, the fire which welds them together, and the furnace which fuses them as one whole. Finally, my friends, I would say in conclusion that the definition of the qualifications of a draught-player is a difficult task, and one which I have very inadequately attempted to portray, for the draught-player is an animal who is confined to no creed, class, station or nation. We find him in men of nearly all ranks and conditions of life; we find him in the poet, the politician, and philosopher.—*Glasgow Weekly Herald.*

GAMES.

This department is under the charge of Mr. Jas. P. Reed. We would deem it a favor if those sending games would add notes on the play. Games should be arranged as printed, in four columns of figures.

Attention is called to the fact that in games an asterisk (*) means the best or only move, but in giving position for solutions it denotes a king.

GAME NO. 31.--DEFIANCE.

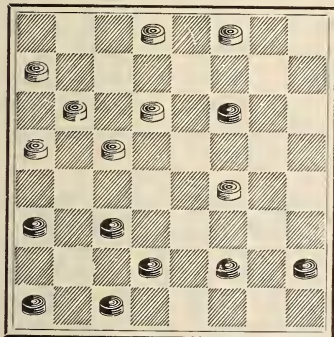
The celebrated forty-seventh game of the Yates-Wyllie championship match, played at Brooklyn, N. Y., in August, 1876.

11-15	25 9	1- 5	26 17
23 19	5-14	22 18	13-22
9-14	29 25	14-17	28 24
27 23	6- 9	21 14	2- 6
8-11	25 22	10-17	32 28 <i>b</i>
22 18	9-13	18 14 <i>a</i>	
15-22	24 20	17-22	

(*a*) 26 22 will draw.

(*b*) This had always been a popular draw of the Defiance opening, 6 10 being the accepted continuation, but the late youthful champion surprised the great "Herd Laddie" and the entire draughts world with the following original and brilliant gambit :

(WHITE.)



(BLACK.)

12-16*	14-21	25-30	7-10
19 12	31 26	19 16	6 2
6-10	10-14	30-26	10-14
14 9	26 22	22 18	2 6
5-14	21-25	26-19	14-18
30 26	24 19	18 9	
11-15	15-24	19-15	Yates
26 17	28 19	9 6	won.

(*c*) This move became the immediate prey of every noted critic and analyst, Messrs. Bowen, Dunne, Hedley, Wyllie and Yates contending together; but every

attempt to show a White draw proved futile. We select two of the finest endings of this celebrated controversy :

(1)

23 19 <i>d</i>	5- 9*	31 27	25-22
10-17	24 19	17-21	10 15
12 8	9-13*	11 7	13-17
3-12	19 16	22-25	15 19
19 16	11-15	7 2	18-23
12-19	16 11	25-29	
24 8	7-16	2 7	
4-11	20 11	20-25	
28 24	15-18*	7 10	B. wins.

Bowen and Dunne.

(*d*) It is rather astonishing, after all the controversy about this game, that such an experienced match-player as Mr Martins should lose this ending to Chas. F. Barker, in their late match.

(2)

23 18	19 16	11 7	28 32
10-17	5- 9	17-22	17-13
24 19	7 2	7 2	15 10
17-21	10-14	14-18 <i>e</i>	13- 9
19 15	2 7	15 19	10 15
22-25	3-10	27-31	9- 6
15 8	16 11	2 7	30 26*
4-11	15- 8	22-25	23-30
28 24	12 3	19 24	32 23
25-29	9-13	18-23	21-25
24 19	3 7	24 28	15 18*
29-25	10-15	25-29	25-29
31 26	7 11	7 10	18 22
7-10	15-19	29-25	30-25
26 22	11 15	10 15	23 18
11-15	19-24	25-22	6- 9
18 11	20 16	28 32	22 17
25-18	24-27	22-17	9-13
11 7	16 11	32 28	17 22
18-15	13-17	31-27	Drawn.

Frank Dunne.

(*e*) Readers of the *Northern Leader*, especially Messrs. Yoemens, Russell and Aitchison, will with surprise recognize in this position their Prize Problem No. 273,—another of those coincidences so peculiar to draughts. The REVIEW takes pleasure in giving its talented Leeds contributor the credit he so well deserves.

GAME NO. 32.--DENNY.

After losing the foregoing game, the score was: Wyllie 1, Yates 1, Drawn 45, and the "Grand Old Man" had but to

draw the three remaining games to retain his proud title, "Champion Checker-Player of the World." But with undaunted pluck and implicit confidence in his extraordinary powers, he forced the Dundee in the forty-eighth, the Second Double Corner in the forty-ninth, the Denny in the fiftieth, finally securing a winning position, only to lose his advantage a few moves later, and still worse, allow his wonderful opponent to actually score the game and win the championship. We append the play, which in many respects is the most remarkable game of draughts ever played.

10-14	25 22	20-24	10 14
22 18	20-24	15 18	17-21
12-16	23 19	28-32	25 30
25 22	14-18	18 22	26-22
8-12	19 10	32-27	14 10
24 19	18-25	23 18	31-27
7-10	10 7	24-19	9 5
30 25	25-30	18 14	27-23
3- 7	7 3	27-24	5 1
28 24	30-25	14 9	2- 6
16-20	3 7	19-23	10 15
22 17	25-22	9 5	6- 9
11-15	7 10	24-27	1 6
18 11	22-18	5 1	9-13
7-16	32 27 <i>a</i>	27-31	6 9
26 22	28-32	1 5	22-26
9-13	27 20	23-19	11 7
22 18	18-23 <i>b</i>	5 9	26-22
13-22	20 16	19-23	15 19
18 9	32-28	9 14	23-16
6-13	16 12	31-27	12 19
25 18	23-19	14 10	22-18
10-14	12 8	27-24	7 3
18 9	19-16	3 8	13-17
5-14	10 7	24-19	9 13
19 15	28-24	8 12	17-22
16-19	8 3	19-24	13 17
23 16	24-19	21 17 <i>c</i>	18-23
12-28	31 27	24-27	17 26
15 11	16-20	17 14	23-16
1- 6	7 10	27-31	26 23
29 25	19-24	14 9	16-12
6-10	27 23	23-26	23 19
27 23	24-28	22 25	4- 8
10-15	10 15	13-17	3 7

Yates won.

(*a*) Losing move.

(*b*) 32-28 is considered a win. We should be pleased to receive analysis thereon.

(*c*) No draw after this.

GAME NO. 33—LAIRD AND LADY.

Played by correspondence between R. W. Patterson, Pittsburgh, Pa., and W. H. Tyson, Big Run, Pa.

11-15	26 23	13-17	10 6
23 19	1- 6	19 15	32-27
8-11	25 21	12-16	14 10
22 17	6- 9	15 8	27-23
9-13	31 26	3-12	18 15
17 14	9-18	29 25	23-18
10-17	23 14	16-19	15 11
21 14	16-23	32 27	9-13
4- 8 <i>a</i>	27 18	7-11	6 1
19 10	2- 6	14 10	13-17
6-15	26 23	19-23	25 21
24 19 <i>b</i>	6- 9	26 19	18-14
15-24	23 19	11-16	11 7
28 19	8-11	21 14	
11-16	30 26 (1)	16-32	Drawn.

(*a*) Weak move.

(*b*) 24 20 is best and gives Black a difficult game.

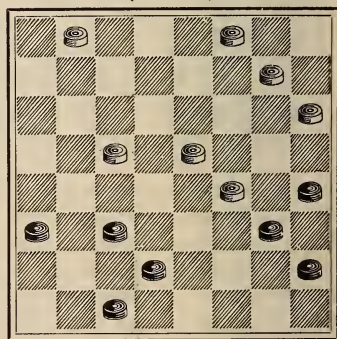
(1)

Some years ago the following game was played by Henry Hutzler, of Cincinnati, and the late Frank Greenlee, of Indiana :

29 25	15 8	11 15	15 10
7-10 <i>c</i>	12-16	27-31	22-18
14 7	8 3	15 19	10 7
3-10	16-19	9-14	18-14
25 22	3 7	19 26	7 3
10-14	19-24	14-18	
19 15	7 11	22 15	Greenlee
14-23	24-27	31-22	won.

(*c*) Mr. Hutzler missed a very fine win here, as follows :

(WHITE.)



(BLACK.)

Black to move and win.

13-17	8 4	21-30	32 28
19 15 (2)	29-25	17 13	7-11
17-22	21 17	30-26	14 10
15 8	25-21	13 6	26-23 <i>x</i>
22-29	30 25	12-16	B. wins.

Can 10-7 10r

(2)

30 26	17-22	18 15	5 9
9-13	15 8	31-26	
19 15	22-31	15 10	B. wins.

GAME NO. 34.--ALMA.

By A. A. Bush, Syracuse, N. Y.

11-15	11-15	15-19	10-17
23 19	19 16	24 15	21 14
8-11	12-19	10-19	18-22
22 17	23 16	31 27 <i>a</i>	11 7
3- 8	8-12	30-26	2-11
17 13 (1)	27 23	27 24	24 20
11-16	12-19	26-23	22-26
25 22	23 16	24 15	3 8
16-23	22-25	23-19	11-16
26 19	29 22	16 12	20 11
7-11	14-18	19-10	26-30
22 17	16 11	28 24*	11 7
9-14	18-25	1- 5	4-11
27 23	26 23	12 8	7 2
15-18	25-30	9-14	30-26
32 27	23 19	8 3	2 9
18-22	5- 9	14-18	
30 26	19 16	17 14	Drawn.

(a) Solution to Problem No. 44. Mr. Denvir plays 16 12, allowing Black to win by 19-24.

(1)

25 22	28 19	23 18	17 14
11-16	11-15	15-19	10-26
26 23	20 11	20 16	30 16
7-11	15-24	19-24	9-14
24 20 (2)	27 20	32 28 <i>b</i>	18 9
15-24	8-15	12-19	Drawn.

(b) This corrects Baker-Reed's Alma—Var. 206 at third move, 16 11 or 32 27 being given there and B. wins.

(2)

31 26	4- 8	32 16	27-23
9-14	23 19	18-23	3 7
29 25	15-18	28 24	14-18
16-20	22 15	8-12	7 11
19 16	11-18	16 11	23-19
12-19	19 16	23-27	21 17
23 7	12-19	11 7	19-15
2-11	24 15	27-31	11 7
17 13	10-19	7 3	18-23
8-12	27 24	31-27	30 26 <i>c</i>
26 23	20-27	24 20	Drawn.

(c) Corrects Baker-Reed's Alma, Var. 103, at nineteenth move—25 22 being given, and B. wins.—*International Match, Game 133, note c.*

GAME NO. 35.--DOUBLE CORNER.

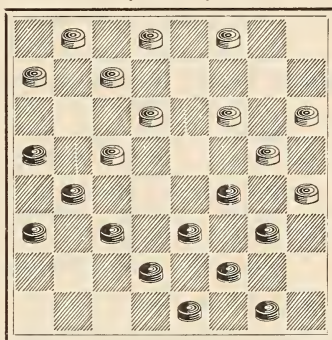
Played at the New England Chess and Checker Rooms, Boston, in the winter of 1884, between E. A. Durgin and G. D. Bugbee.

BUGBEE'S MOVE.

9-14	26 22 <i>b</i>	11-15 <i>c</i>	22 17
22 18	8-11	18 11	8-11
5- 9	22 17	7-16	29 25
24 19	16-20	17 13	3- 7
11-16 <i>a</i>	25 22	4- 8	25 22

and we have the following position :

(WHITE.)



(BLACK.)

Black to move and draw.

11-15 <i>d</i>	26 22	1- 5	26 23
30 26	14-18	32 27	19-26
15-24	23 14	6-10	18 15
28 19	16-23	27 23	10-19
14-18*	27 18	20-24	14 9
22 15	10-19	23 16	5-14
9-14	31 26	12-19	17 3

Drawn.

(a) Acknowledged as very weak. 11-15 is the best.

(b) A powerful attack.

(c) 9-13 is also given to draw, but has never been satisfactorily analyzed as far as we know.

(d) Corrects published play.

Solutions.

No. 41, by O. H. Richmond.

B., 1, 5*, 32*. W., 12, 13, 18, 28. W. to win.

12 8* <i>a</i>	8 3*	13 9*	3 7
32-27	27-23	23-14	W, wins.

(a) 18 14, 1-6 draws.

No. 42, by M. H. C. Wardell.

B., 14*, 19*, 30*. W., 13*, 20*, 32. B. to win.			
30-26	19-15	14-18	15-11
32-28	24-20	13-17	14-10
26-23	23-27*	18-23	27-32
20-24	28-24 (1)	17-14	B. wins.
(1)			
20-16	16-20	28-24	24-19
15-10	10-6	6-1	14-9
B. wins.			

No. 43, by Jas. P. Reed.

B., 5, 7, 9, 12, 13, 20. W., 14, 18, 21, 25, 28, 30. W. to draw.			
30-26*	18-15	10-6	6-2
12-16	9-18	27-31	31-26
26-23	23-14	14-10	2-7
13-17	16-19	17-22	26-23
28-24*	15-10	25-18	
20-27	7-11	5-9	Drawn.

No. 44, see Game No. 34.

No. 45, see Problem No. 56.

No. 46, by the late J. B. Mac-indoe.

B., 11, 12, 17, 28. W., 3*, 20, 26, 31. B. to draw.			
17-21	14-10	32-28	26-22
3-8	25-22	10-15	28-32
11-15	10-7	28-32	23-19
8-11	28-32	15-19	32-28
15-19	7-3	32-28	22-18
11-15	32-28	23-26	21-25*
19-24	15-19	22-18	18-15
26-22	22-18	26-30	25-22
21-25	3-7	18-22	20-16
22-18	18-22*	19-23	22-25*
25-30	19-23	22-17 (1)	15-18
18-14	28-32	30-26	28-32
30-25	7-10	17-21*	Drawn.

(1)

28-32	20-16*	32-27	31-26*
30-26*	12-19	26-20*	
22-17	23-16	27-23	W. wins.

No. 47, by Chas. Hefter.

B., 4, 21. W., 20, 31*. B. moves, W. wins.			
4-8	21-25	31-26	16-12
20-16*	7-3	32-28	23-19
8-12	25-30	26-23	12-8
16-11	3-7*	10-14	28-32
12-16	30-26	23-19	8-11
11-7	7-10*	14-18	32-27
16-20	26-31	19-16	11-8
31-27	27-32	18-23	27-23
W. wins.			

No. 48, by Chas. Hefter.

B., 3, 21. W., 20, 31*. B. to draw.			
3-7*	10-15*	21-25	30-25
20-16	26-23	16-11	7-2
7-10*	15-19	25-30	25-22
31-26	23-27	11-7	Drawn.

No. 49, by Chas. T. Davis.

B., 3, 6, 11, 12, 28. W., 5, 14, 19, 20, 32. W. to win.			
19-15*	6-10	1-6	14-17
11-18	14-7	10-14	9-14
5-1	3-10	6-9*	W. wins.
OR,			
5-1	3-10	20-16*	12-19
6-10	1-6	15-24	15-18
14-7	11-15	6-15	W. wins.
C. Hefter.			

No. 50, by Geo. Fletcher.

B., 1, 2*, 6, 7*. W., 8, 9, 13, 14, 21. B. to win.			
1-5	21-17 (1)	5-21	9-5
8-3	7-11	13-9	2-11
6-10	14-7	11-15	B. wins.
(1)			
3-8	7-10	9-6	8-11*
10-17	14-7	4-8	2-6
21-24	2-4	6-2	11-15*
B. wins.			

The Denver players are debating the question, Who is champion of Denver? A tournament will probably be held to settle the question.

American Checker Review,

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, AUG. 1, 1888.

No. 7.

ARTICLES OF AGREEMENT.

It is hereby agreed on the part of Mr. James Smith, of Spennymoor, England, and Mr. Charles Francis Barker, of Boston, Mass., U. S. A., to play a match at draughts on the following conditions:—

1ST.—That the match consist of thirty-two games, restricted, wins and draws to count, for £100 a side, which stake shall be deposited in the hands of Mr. Robert McCall, Draughts Editor of the *Glasgow Weekly Herald*, in the city of Glasgow, Scotland, who shall be stakeholder, as follows:—£10 as forfeit shall be deposited by each party to this agreement at the time of signing these articles.

2ND.—In the first fourteen games each player will, of course, have the black men seven times, and each player must make the following openings: 9-13, 9-14, 10-14, 10-15, 11-15, 11-16, and 12-16. In none of these games shall there be any restriction whatever as to how the white men shall be moved. In the next eighteen games each player will, of course, have the white men nine times, and each player must make the following openings against 11-15: (24 20), (24 19, 15-24, 28 19), (24 19, 15-24, 27 20), (23 19), (23 18), (22 18, 15-22, 25 18), (22 18, 15-22, 26 17), (22 17), and (21 17).

3RD.—At the commencement of the match all the above openings, each to be written on a separate card, are to be placed in a bag to be shaken up by the person mutually appointed, after which the player whose turn it is to draw from the bag does so, and the opening drawn must be played by each player before another opening is drawn from the bag, and so on until the sixteen openings are drawn from the bag.

4TH.—The second deposit of £40 a side shall be deposited on or before November 1, 1888, and the final deposit of £50 a side on or before Friday, December 21, 1888.

5TH.—In consideration that the match is to be played in Spennymoor, England, Barker is to receive £20 for expenses from the stakeholder, Mr. Robert McCall, which sum must be paid over to Mr. Barker on his arrival in England, and previous to the staking of the last deposit.

6TH.—That the match shall commence at Spennymoor on Monday, December 24, 1888, at 11 A. M., and shall be continued every lawful day at the same hour until the thirty-two games shall be played. No game to commence after 9 P. M., and that an interval of two and one-half hours shall be afforded about 3 P. M., the game then pending to be finished.

7TH.—That the match shall be played according to the standard laws, as laid down in Anderson's second edition on draughts.

8TH.—The selection of referee shall be mutual, and each player may choose his own umpire or timekeeper.

9TH.—That the money collected for admission shall be divided equally between the two players after deducting rent and all other necessary expenses.

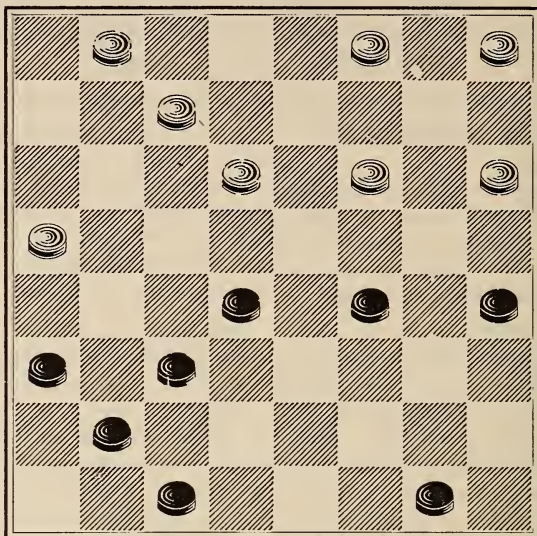
10TH.—The party failing to perform the agreement shall forfeit the money deposited with Mr. Robert McCall, the stakeholder, to the player performing or willing to perform the same.

A subscriber says: "One of the most noteworthy features of the REVIEW is the promptness and business-like manner with which its affairs are despatched. The issues of the magazine are regular, the letters are answered in a concise business way, and the whole routine of its affairs shows conclusively that it has business men at its helm. The checker fraternity could well afford to treble its subscription price rather than let it expire at the end of its first year."

PROBLEM NO. 61.

BY JAS. P. REED, PITTSBURGH, PENN.

WHITE.



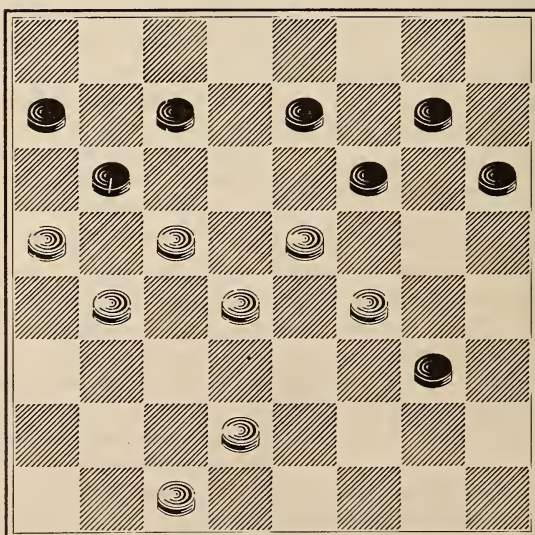
BLACK.

Black to move and draw.

PROBLEM NO. 62.

BY JOSEPH MAIZE, MCKEESPORT, PENN.

BLACK.



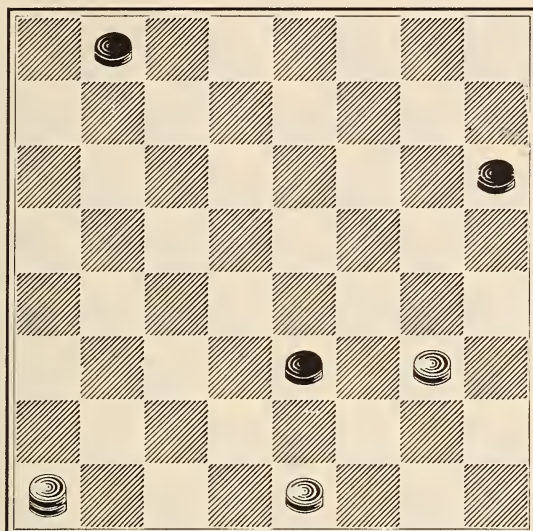
WHITE.

White to move and Draw.

PROBLEM NO. 63.

By M. H. C. WARDELL, DOWNSVILLE, N. Y.

BLACK.



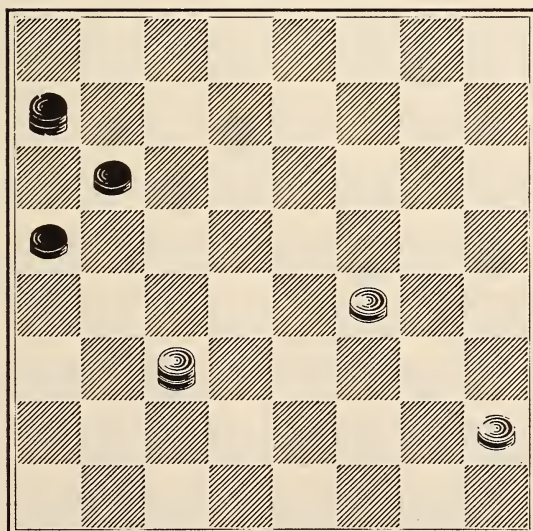
WHITE.

White to move and to win.

PROBLEM NO. 64.

By O. H. RICHMOND, GRAND RAPIDS, MICH.

BLACK.



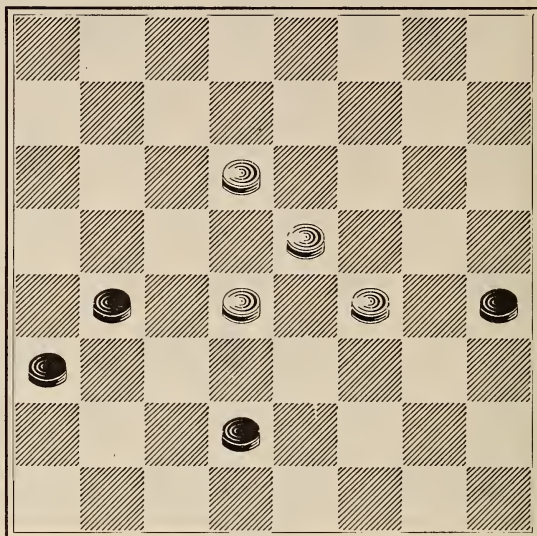
WHITE.

White to move and to win.

PROBLEM NO. 65.

BY CHAS. T. DAVIS, ST. PAUL, MINN.

WHITE.

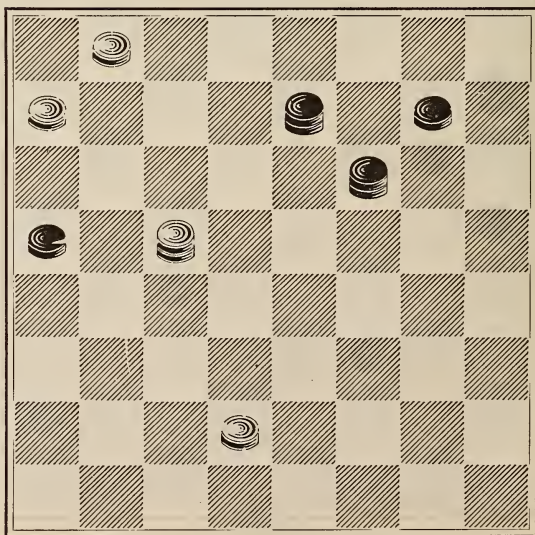


BLACK.

*Black to move and draw.***PROBLEM NO. 66.**

BY CHAS. HEFTER, PROBLEM EDITOR OF REVIEW.

WHITE.



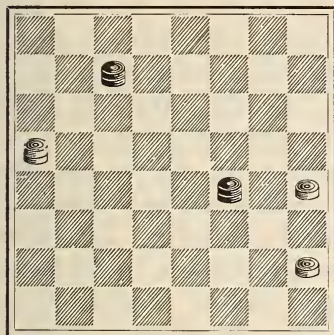
BLACK.

Black to move and win.

PROBLEM NO. 67.

By Chas. Hefter, Problem Editor.

(BLACK.)



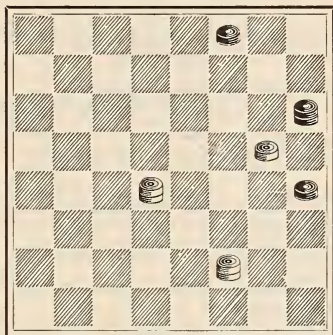
(WHITE.)

White to move and draw.

PROBLEM NO. 68.

By Isaiah Barker, Cambridgeport, Mass.

(BLACK.)



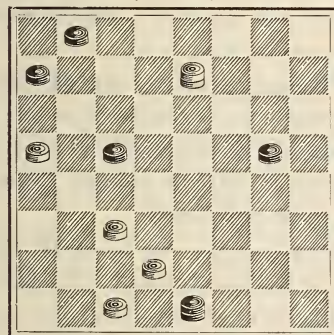
(WHITE.)

White to move and win.

PROBLEM NO. 69.

By L. M. Stearns, Derry Depot, N. H.

(BLACK.)



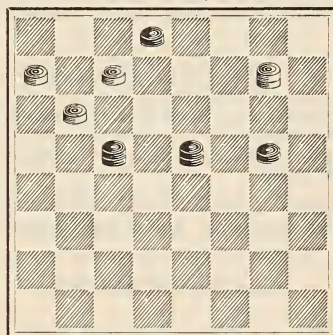
(WHITE.)

White to move and win.

PROBLEM NO. 70.

By H. A. Whitfield, Wayland, N. Y.

(BLACK.)



(WHITE.)

White to move and win.

At the commencement of a game, the black men occupy the squares numbered from 1 to 12, and the white 21 to 32. *Black always moves first.*

**PROBLEMS FOR BEGINNERS
AND STUDENTS.**

Number 67 is taken from Game No. 36, Var. 13⁺. Students should give special attention to problems of this kind, which frequently occur in cross-board play.

Number 68, by Isaiah Barker, is not especially new, but is very practical and should be solved and

remembered.

Number 69 occurred in play between Geo. Smith and the New Hampshire champion, and was captured very neatly by our talented brother editor.

Number 70 was captured in cross-board play just as Mr. Whitfield was about to surrender, and astonished the spectators who expected Black to win.

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

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JAMES SMITH, Spennymoor, England, agent for England.

J. W. L. MOWATT, Aberdeen, Scotland, agent for Scotland.

CHICAGO, AUGUST 1, 1888.

OUR PROBLEMS.

Nos. 62, 63, 64, 65, 68, 69, and 70 are entered in competition for prizes.

Problem No. 61, by Jas. P. Reed, is formed from the Old Fourteenth, as follows:

11-15	9-13	5-14	10-15 a
23 19	27 23	26 23	19 10
8-11	6- 9	2- 6	6-15
22 17	23 18	24 20	17 10
4- 8	9-14	15-24	7-14
25 22	18 9	28 19	31 27 b

(a) 6-9 draws.

(b) Best move.

and has been considered a loss by all authorities known to us. In Game No. 9, Mr. Reed gave Mr. Logan credit for a draw, which has

been exploded, but thanks to the suggestion of an esteemed contributor, which, though incorrect, led to investigations by our editor, the results will doubtless prove especially interesting to Messrs. Janvier, "Bootle," Wardell, Spayth, Macdonald and Avery.

Problem No. 62, by Jos. Maize, will furnish another surprise to all draughts compilers. Immediately after publication of Baker and Reed's Alma, Messrs. Janvier, Schaefer and others expressed astonishment that Var. 1 was unsound, as 20-24 for 11-16 at thirty-third move was a long and well-established Black win, but "long, well established wins" bear no favor with draughts critics, and Mr. Maize has made this one no exception to the rule.

Problem No. 63, by M. H. C. Wardell, is characteristic of our talented contributor, whose problematical efforts always excel in neatness and finish.

Problem No. 64, by O. H. Richmond, has been named "The Hero," and solvers of beautiful and intricate endings will appreciate the aptness of the motto, after giving this neat composition the attention it so well deserves.

Problem No. 65, by Chas. T. Davis, corrects Game No. 29, Var. 5, at the seventh move, and is very pretty. Brother Hennigan, who has a sharp eye for fine endings, will probably be surprised that he missed this neat draw.

Problem No. 66, by Chas. Hefter, is taken from Game No. 36, Note (n), and will be found a worthy companion to the problems emanating from that game.

OUR CIRCULATION.

The sun never sets on the circulation of the AMERICAN CHECKER REVIEW!

Though we have not made any special appeals for subscriptions since No. 1, nevertheless the excellence of the REVIEW, in every department and in every particular, is bringing forth subscriptions from all sides, and when one mail last week brought us offerings from Maine, California, Canada, New Orleans, England, Scotland, *India* and *New South Wales*, we involuntarily exclaimed, "The sun never sets!" etc. We know all our readers will be as well pleased as we are at this splendid achievement, and continue to assist in spreading our circulation.

* * *

OUR PROBLEM TOURNAMENT.

We are pleased to add Award No. 8 to our previous offers. The contributor wishes to give a *sympathy* prize, though special competition for same is discouraged. We will soon be able to announce others, and are pleased to see problemists already making the competition brisk. We reprint list of awards, which are the most liberal ever offered:

Award No. 1.—Five dollars for end game; total pieces not exceeding six.

Award No. 2.—Five dollars for end game; total pieces not exceeding eight nor less than seven.

Award No. 3.—Five dollars for end game; total pieces not exceeding ten nor less than nine.

Award No. 4.—Five dollars for end game; total pieces not exceeding twelve nor less than eleven.

Award No. 5.—Frank Dunne's "Guide and Companion" and Frank Dunne's "Campbell v. Reed Games" for best

stroke problem.

Award No. 6.—"McCulloch's Guide," in cloth for second best stroke problem.

Award No. 7.—"McCulloch's Guide" in paper, Strickland's "Single Corner," and McCarrick's "Lessons" for third best stroke problem.

Award No. 8.—Two dollars and seventeen cents for the poorest problem, of not more than eight pieces, offered in competition.

We kindly request all our brother editors to give notice of our tourney through their columns, as we desire a large list of competitors. Entries for prizes will cease on Sept. 15 for American and on Oct. 15 for foreign problemists.

We will announce final judges of prizes later on.

* * *

MR. KEAR announces his intention of publishing the *Draught-Players' Quarterly Review*, consisting of choice cullings from all draughts columns and magazines. The first number will be issued Sept. 29. It will consist of thirty-six pages. Price to American subscribers will be \$1 per year. The REVIEW will be pleased to hear from all those who wish to subscribe.

* * *

THE match for the London championship cup resulted in a victory for Mr. Moriarty, who won two games. Mr. Tescheleit won one, and three games were drawn. Mr. Moriarty formerly resided in New York, and will be remembered as having once engaged in an amateur tourney with Messrs. Schaefer, Hoffman, DeFreest, Potterdon, and others.

* * *

BOTH Wm. Fairgrieve and Messrs. Denvir and Bradt announce the early publication of books entirely devoted to the Second Double-corner opening. We have no doubt

both will prove worthy publications, and the REVIEW will assist their sale as much as possible.

**

THE players of Denver will shortly organize thoroughly and furnish as fine checker quarters as can be found west of the Missouri River. They desire all players who are "touring the country," to stop over and test their strength. It will not prove lost time.

**

A CALIFORNIA "wood-shover" sends the following position without a solution: B., 4, 13, 17*, 20, 23*, 26*, 27, 28*. W., 7, 10, 11, 14, 19, 21*, 22, 24. White to win. After trying twenty minutes, we gave it up. Can any one send us the solution?

**

MR. GURLEY is open for congratulations. He stands at the pinnacle of the Denver Club Whist Tourney. What's the matter with standing at the pinnacle of the REVIEW Prize Problem Tourney, friend Gurley?

**

MR. J. L. RICHMOND, the celebrated North-of-England expert, offers to accommodate Isaiah Barker in a match for \$250 a side, should Isaiah accompany his brother to England and feel disposed to play.

**

OUR California correspondents note the early advent of H. Z. Wright on the coast, and they promise him a *warm* reception.

**

PROBLEM No. 43, at fifth move, for 28 24 play 14 10, which draws much easier than in solution given.—*F. Wolf*.

GAMES.

This department is under the charge of Mr. Jas. P. Reed. We would deem it a favor if those sending games would add notes on the play. Games should be arranged as printed, in four columns of figures.

Attention is called to the fact that in games an asterisk (*) means the best or only move, but in giving position for solutions it denotes a king.

GAME NO. 36.--WHILTER.

Specially arranged with notes and problems by Chas. Hefter.

The particular attention of students is drawn to the fine practical endings, while the facility with which fine positions are evolved, should prove a most important study to young and rising problemists.

11-15	23 16	11-16	6 9 b
23 19	14-18	19 12	22-26 c
9-14	26 23	4-11	30 23
22 17	18-22	12 8	29-25
7-11	25 18	9-14	23 19
25 22	15-22	18 9	17-22
11-16	23 18	5-14	19 15
26 23	22-25	8 3	22-26
5- 9	17 14	7-10	15 10
17 13	10-17	3 7	26-31
3- 7	21 14	11-15	10 6
29 25	25-29 a	7 11 (1)	31-24
1- 5	24 19	15-18	28 19
22 17	6-10	11 7	25-21
8-11	13 6	18-22	9 13
31 26	2- 9	7 2	18-23
16-20	16 12	10-15	13 17
19 16	10-17	2 6	14-18
12-19	12 8	15-18	Drawn.

Janvier's Anderson.

(a) We think the old and popular draw by 11-15 here is preferable, as the play resulting from 25-29 is very complicated indeed.

28-24 Dr. Brown
(1)

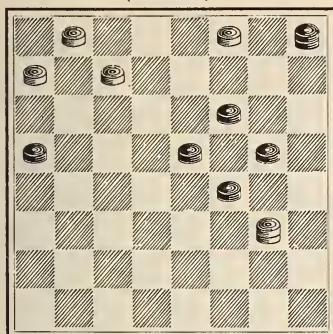
27 23	30 25	7 11	25 9
17-22	15-18*	18-27	Drawn.

(b) 6 10 draws.—*Dr. Brown.*

(c) The beauty of our game begins here, and Dr. Brown's correction of the books will be found exceedingly fine. See the

following diagram:

(WHITE.)



(BLACK.)

Black to move and win.

18-23*	13 17	31-27	29 25
27 18 <i>d</i>	22-26	18 22	31-26
14-23	17 22	29-25*	25 29
9 13 <i>m</i>	26-31	22 29	26-22
17-21	22 18	27-31	B. wins.

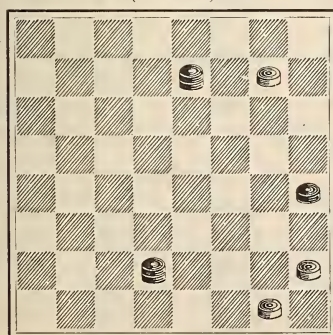
(*d*) Dr. Brown's solution being somewhat incomplete, we ventured to investigate further, and first tried the following:

9 25	17-21 <i>e</i>	19 16	26-23†
29-22	26 23	25-30	8 3
27 18	15-10	16 12	20-24
22-15	23 19	30-26	28 19
30 26	21-25	12 8	23-16

B. wins.

(*e*) In our original analysis we tried 15-10, and after roaming around "Robin Hood's Barn" with indefinite result, friend Gurley directed us in the straight and narrow path; but at 26-23† he moved 10-7, when this little pitfall presented itself:

(BLACK.)



(WHITE.)

White to move and draw.

8 3* (2)	10 6	9 5	1 5
7-11 (4)	18-14	10-14	6-1
32 27	6 1 (6)	5 1	5 9
11-15	14-10	13-9	
3 7*	1 5	1 5	
15-18	22-17	9-6	
7 10	5 9	5 1	
26-22	17-13	14-10	Drawn.

(2)

8 4 (3)	4 8	11 16	16 19
7-11	15-18	18-15	22-26
32 27	8 11	28 24	
11-15	26-22	15-18	B. wins.

(3)

32 27	31-27	14 10	27-31
7- 3*	23 18	20-24	2 6
8 4	27-23	10 6	31-26
26-31	18 14	24-27	6 10
27 23	23-19	6 2	26-23

and students will observe that the king on 11 will eventually hold both the White king on 4 and the single piece on 28, leaving two kings to capture the one on 10, and thus score a win.

(4)

7-10	3 8 (5)	10-14	7 10
32 27	22-18	11 7	17-22
26-22	8 11*f	14-17	10 6
			Drawn.

(5)

27 23	19 16	11 8	8 4
22-26	23-19	19-23	16-12
23 19	16 11	28 19	4 8
26-23	20-24	23-16	10-15
			B. wins.

(6)

27 23 (7)	6 10	16 12	7 2
22-26	26-23	18-15	16-11
23 19	19 16	11 7	
14-18	23-19	19-16	B. wins.

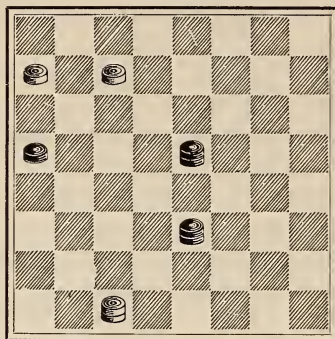
(7)

6 2	22-26	19 16	10-7
14-10	23 19	23-19	
27 23	26-23	16 11	B. wins.

(*f*) (See variation 4, 6th move.) Only 8 11 will draw here, as 8 3 though exceed-

ing plausible allows the following intricate and beautiful win:

(WHITE.)



(BLACK.)

Black to move and win.

18-15*	10-15*	11-16*	3- 7*
3 8 (8)	28 24 (9)	27 23 <i>i</i>	12 8
15-19*	16-12*	20-24	7-11
8 11 <i>g</i>	8 3 <i>h</i>	3 8 (10)	8 3
19-16*	15-11*	12- 3	11-15
11 8	24 19	19 12	B. wins.

*Indicates only move to win.

(*g*) 8 3, 19-16, B. wins.

(*h*) 8 4, 15-11, 24 19, 11-16, 19 15, 12-8, B. wins.

(*i*) 19 15, 16-19, 15 10, 19-15, 10 7, 15-18, 7 2, 12-16, B. wins.

(8)

27 23	15-24	23 19	24-19
20-24	3 8	15-10	16 12
24 19	10-15	19 16	10- 7
			B. wins.

(9)

{ 8 3 { <i>j</i>	15-10	19 16	10-15
16-11 { <i>k</i>	24 19	15-19	3 8
28 24 <i>l</i>	11-15	16 11	15-18
			B. wins.

(*j*) 8 12, 16-19, 12 8, 15-18, 8 11, 18-22, 11 8, 19-23, B. wins.

(*k*) 27 23, 16-12, 8 3, 15-19, B. wins.

(*l*) 27 23, 15-10, 23 18, 10-6, 18 14, 11-15, B. wins.

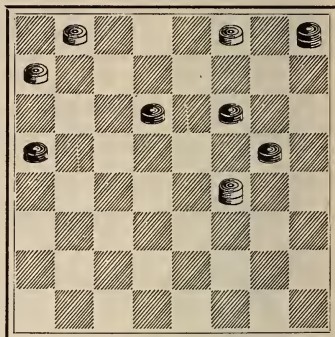
(10)

3 7	19 15	10 14	18 15
24-27	31-26	16-11	3- 7
7 10	23 18	15 8	
27-31	26-22	12- 3	B. wins.

(*m*) (See note *c* at 4th move.) The investigation from note *d* had proven so fruitful that we proceeded further with 9 14 here, and we especially recommend

the resulting endings to the attention of students.

(WHITE.)



(BLACK.)

Black to move and win.

22-26 <i>n</i>	30 25	20-24	19 15
14 21	14-18	21 17	28-24
29-25*	13 17	24-27	15 18
21 17	31-26	28 24 (11)	14-10
25-22	25 21	19-28	18 22
17 13	26-30	22 26	24-27
26-31	17 13	30-25*	23 19
13 9	18-15	26 19	27-23
22-18	13 17	25-21	19 16
9 13	15-19	32 23	10- 7
18-14	17 22	21-14	B. wins.

(11)

17 13	31-26	13 9	23-26*
27-31	9 13	23-19	9 5
22 17	22-25	32 27 (13)	18-14
30-26	14 9	19-23	5 1
17 14	26-22	27 24	26-22
26-22	9 14	15-11	1 5
13 9	25-21	9 6	22-17
23-26	14 9	11-16	6 2 (14)
9 5 (12)	21-17	24 20	14-10
26-30	9 5	16-19	5 1
5 1	17-14	6 9	13- 9
30-26	13 9	14-17	1 5
1 6	22-18	5 1	9- 6*
26-23	9 13	17-13	2 9
6 9	19-15	1 6	17-13
			B. wins.

(12)

9 6	22-18	8 12	16- 7
26-30	14 10	16-20	2 11
6 2	31-26	7 2	10-14
30-26	10 7	15-10	11 7
2 7	18-15	12 8	23-27
26-23	3 8	20-16	
7 3	19-16	8 11	B. wins.

(13)

9 6	2 6	6 2	5 1
15-11	11-16	14-10	13- 9
5 1	27 24	5 1	1 5
18-22	19-23	11-15	18-14
1 5	24 20	2 6	5 1
22-17	16-11	10-14†	14-17
32 27	5 9	1 5 (15)	1 5
17-13	23-19	15-18	9- 6
6 2	9 5	6 2 (16)	
14-18	18-14	14-10	B. wins.
† 13-9, 6 13, 10-6, only draws. See Problem No. 67.			

(14)

5 1	9- 5	6 9	5- 9
14- 9	2 6	13- 6	
6 2	17-14	1 17	B. wins.

(15)

6 2	9- 5	6 2	6- 2
14- 9	2 7	X 1- 6	28 24
1 6	18-15	2 9	15- 6
15-18	1 6	13- 6	24 15
6 1	5- 1	X 7 10	6-10
B. wins.			

(16)

5 1	18-15	6 2	14- 9
14- 9	7 2	13- 9	13 6
6 2	15-10	1 6	1-10
9- 5	2 6	5- 1	
2 7	10-14	6 13	B. wins.

(n) (See note m 1st move.) Black must sacrifice this piece to win, for to retain the same would only draw, as follows:

17-21	29-25	26-30	25-22
14 18*	18 15	18 14	14 10
23-26	22-26	30-26	21-25
30 23	23 18	15 19	28 24 p
Drawn.			

(p) 10 7 would lose, see Problem No. 66.

Solutions.

No. 51, by L. M. Stearns.

B., 2, 20*, 22, 24*. W., 10. 23*, 30, 32*. W. to win.

10. 7*	11-15	27 31	22-25
2-11	32 27	19-24	26 23
32 28	15-19 (1)	32 28	19-26
24-27	28 32	16-19	31 29
23 32	20-16	30 26	W. wins.

(1)

15-18	16-11	7- 2	6- 9
28 32	24 19	32 27	15 10
20-16	11- 7	2- 6	
27 24	19 15	27 31	W. wins.

No. 52, see Game in No. 8.

No. 53, by James Macdonald.

B., 6, 7, 8, 11, 13, 18. W., 15, 19, 20, 21, 24, 25. W. moves, B. wins.

15 10	18-23	25 18	9-14
7-14	8 3 (1)	14-23	2 6
19 16	11-18	20 16	14-18
11-15	3 7	26-30	6 9
16 12	6- 9	16 11	23-27
8-11 a	7 11	30-25	15 19
12 8	23-26	11 7	22-26
15-19	11 15	25-22	9 14
24 15	18-22	7 2	18-23
B. wins.			

(a) 18-23 only draws.—J. Macfarlane, *Cipper, Game 14, Vol. 30.*

(1)

15 10	13-17	15 22	25-22
6-15	11 7	23-26*	11 7
8 3	15-19	22 31	22-18
15-18	7 11	19-23	7 2
3 7	17-22	20 16	14-17
11-15	11 15	29-25	
7 11	22-29	16 11	B. wins.

No. 54, by Chas. Hefter.

B., 5, 6, 9, 12, 25*. W., 2*, 13, 17, 19, 28. W. to draw.

2 7*	21-17	28 24	14-10
25-21	7 10	23-26	11 8
17 14*	18-23	24 20	30-26
9-18	10 1	26-30	8 3
19 15	17-14	15 11	Drawn.

No. 55, see Game in No. 8.

No. 56.

Our solution has been misplaced. We have written for a duplicate and will publish later.

No. 57, by H. D. Lyman.

B., 1, 2*, 5. W., 3*, 8*, 13, 14. W. to win.
13 9* 1- 6 3 7* W. wins.

No. 58, by A. Graham.

B., 2, 3, 19*. W., 11, 13, 15, 16. W. to win.
15 10* 19-12 10 6* W. wins.

No. 59, by Dr. W. B. Banks.

B., 5, 9, 16*, 19*. W., 17, 27, 29, 31*.
W. to win.
17 14 18-27 29 25 14-18
9-18 31 15 9-14 15 11*
27 23 5- 9 25 22 W. wins.

No. 60, by M. H. C. Wardell.

B., 1, 7, 11. W., 2*, 9. B. to win.
1- 6 a 27-24 19-23 27-23
9 5 26 23 14 18 22 17
6-10 7-10 23-27 31-26
5 1 23 18 31 26 30 25
10-15 10-15 27-32 23-18
1 6 18 23 18 23 25 21
15-19 11-16 24-27 18-22
6 9 2 7 26 31 17 13
19-24 24-28 28-24 28-24
9 14 7 10 31 26 13 9
24-28 15-19 27-31 26-23
14 17 23 26 26 22 9 13
28-32 16-20 24-27 23-18
17 22 10 14 23 26 21 17
32-27 20-24 32-28 24-19
22 26 26 31 26 30 B. wins.

(a) For complete solution of this excellent problem see "Barker's American Checker Player."

CHECKER CHATTER.

Geo. Dick, the acknowledged champion of Colorado, is now able to be out on crutches. Recent letters from him show that his love for the board has not lessened during his sad misfortune, and it proves now one of his steadfast companions. No doubt but that Dick will soon be able to cope with America's strongest players.

While taking advantage of a rainy day and interesting yourself in a close game, how pleasant it is

to have a fellow come in and point out on the board with a wet umbrella the move that beats you.—*Call*.

It is said that in New York and Newark there are a quarter million of checker boards made annually. The *Newcastle Weekly Chronicle* says it would like to know how many are made in England, including the half-penny lozenge boxes and the paper draught-boards.

The intricacies, objects, and privileges of the checker-board are homologous with human life. For every move, actuated as it is by either impulse or prudence, and every phase or position of the game, is a reproduction in a smaller measure of the activities, diplomacy, and variety of life. We find the qualities necessary to one requisite in the other, the aim to be mutual; and finally, when the evening of life draws near, we observe the most successful find that life is a "checkered page."—*Sunday Miscellany*.

R. A. Gurley, of Denver, Col., stands ready to be one of ten to back Freeman against Barker for a stake of \$250, if suitable arrangements can be perfected, after the Barker-Smith bout. He also makes the same offer for a match between Reed and Bradt, "the boy wonder," of Wisconsin. In the former case \$100 of the winnings is to go towards the purchase of a suitably inscribed gold medal, to be held by America's champion; three years of undisputed possession to give final ownership. Who are the other nine that will join Gurley in his offer?

American Checker Review.

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, AUG. 15, 1888.

No. 8.

LOYE AND CHECKERS.

By GEORGE W. HILLS.

(Written for the *Sunday Globe*.)

Where the crimson glow of sunset
Rested on a cottage fair,
And the gently wafted zephyrs
Breathed a whispered angel prayer
Underneath the emerald woodbine,
In a cool, refreshing bower,
Dick and Jennie sat together
Playing checkers all the hour.

But the auburn lashes, slender,
E'er concealed her laughing eyes,
And when'er his hand would wander
Nearer than a blush would rise,
And 'twas certain something other
Than the checkers moved the twain,
And their movements plain betokened
Love presided o'er the game.

Finally in Jennie's corner,
Stood her only man at bay,
Battling nobly for deliverance
'Gainst the enemy's array.
Ah, 'twas but a useless struggle,
Pressed the foeman fierce and hard,
Till at last the only outlet
For escape was closed and barred.

Half caressingly, her fingers
Rested on the checker then,
While exultant, Dick bent over
And surveyed his conquering men;
And his hazel eyes grew softer
As his gaze upon it fell—
"Jennie, darling, 'tis a captive:
Mayn't I have the hand as well?"

O'er her crimson cheeks the blushes
Chased each other in their play,
And the checker-board, unheeded,
Slid upon the grass away:
When the dying rays of glory
Bathed the landscape, as the sun
Slowly sank behind the mountain,
Game and Jennie both were won.

WHO WILL PLAY JAS. P. REED.

Pending negotiations with Mr. Smith, Barker positively declined playing a match with Reed until after the contest with the English champion was decided. Mr. Reed assured us of his entire willingness to wait, though with every other American player he was disappointed at the time set for play. We immediately opened correspondence to secure a match with other professionals, but without result, and unless our co-editor goes to Europe also we fear there will be no match-playing in America this year. Mr. Reed be-

lieves only in honors won *across board*, and we have sufficient confidence in his abilities to back him against any opponent he may choose to meet. *Who will play Jimmie Reed?*

CHECKER CHATTER.

Our Providence correspondent, Mr. W. Lewis, captured first prize in a recent local amateur tourney.

We have omitted solutions to problems in this issue so that our games, which are rapidly accumulating, may not be too long delayed.

Mr. Thos. Gilbert, of Fall River, Mass., will join Mr. Gurley in raising the stake for Freeman *v.* Barker. *But will Freeman play?* That is the most important question.

Mr. Chas. T. Davis, 241 S. Robert street, St. Paul, Minn., is desirous of having a few opponents at correspondence play. We gladly recommend Mr. Davis to our readers.

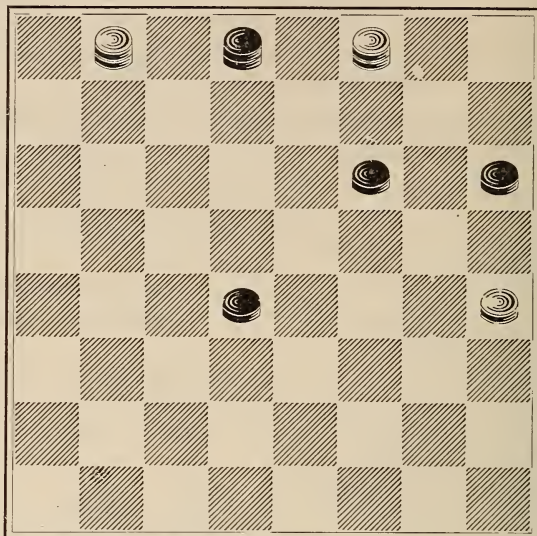
We desire to thank our contributors for their games and problems, which have been especially good and numerous of late, and trust that the necessary delay in publishing the same will be excused. All will appear as fast as space will permit, and in the style for which the REVIEW is complimented on all sides.

Mr. Fairgrieve states he has given up the idea of publishing his treatise on the "Second Double Corner." He was not aware that Messrs. Denver and Bradt were engaged on an analysis on the same opening.—*Turf, Field and Farm*.

PROBLEM NO. 71.

BY THE LATE JOHN DEMPSTER, SOLUTION BY JAS. TONAR.

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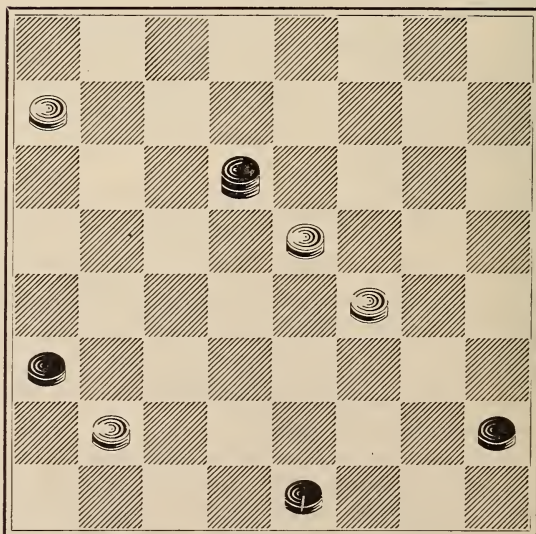
WHITE.

White to play and draw.

PROBLEM NO. 72.

BY GEO. W. BROWN, WARREN, ME.

WHITE.



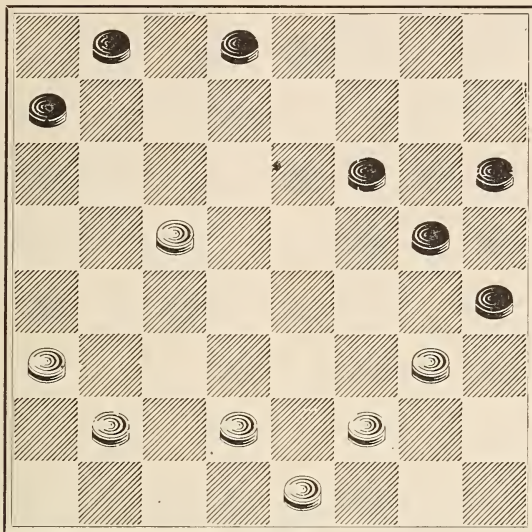
BLACK.

Black to play and win.

PROBLEM NO. 73.

By F. TESCHELEIT, LONDON, ENGLAND.

BLACK.



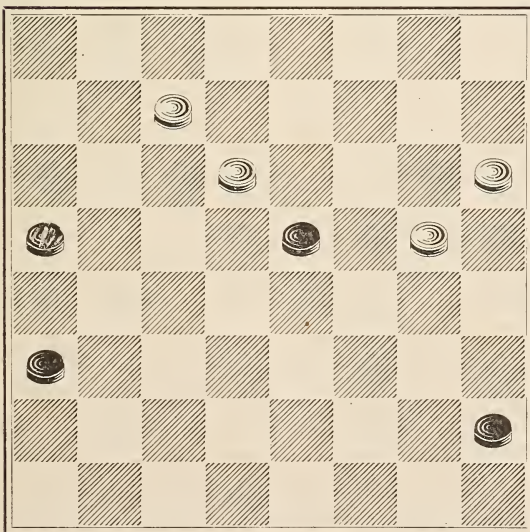
WHITE.

White to move and draw.

PROBLEM NO. 74.

By F. TESCHELEIT, LONDON, ENGLAND.

WHITE.



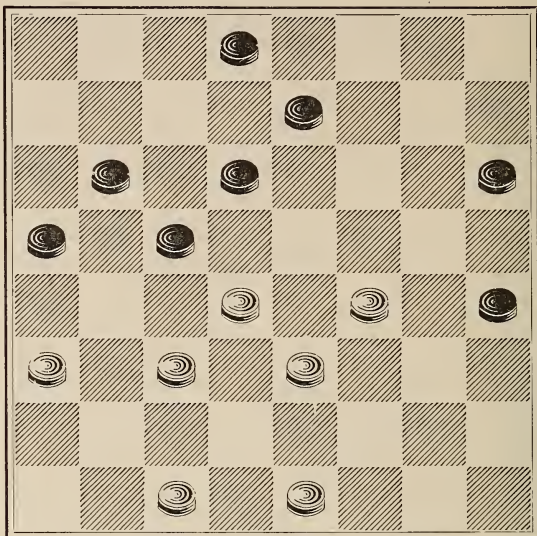
BLACK.

Black to move and win.

PROBLEM NO. 75.

BY JOHN T. HENNIGAN, GROTON, MASS.

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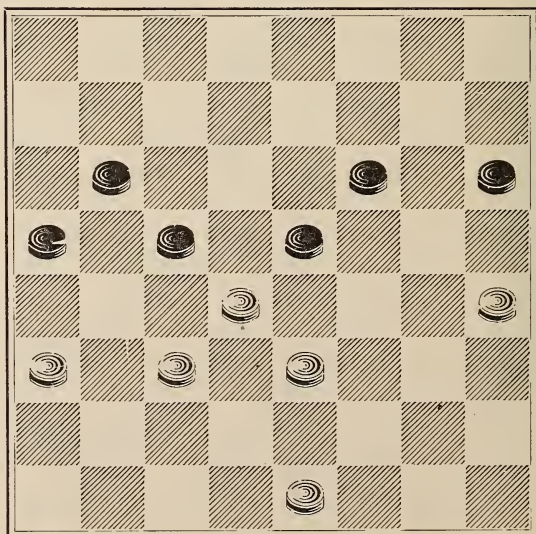


WHITE.

*White to move and draw.***PROBLEM NO. 76.**

BY JOHN T. HENNIGAN, GROTON, MASS.

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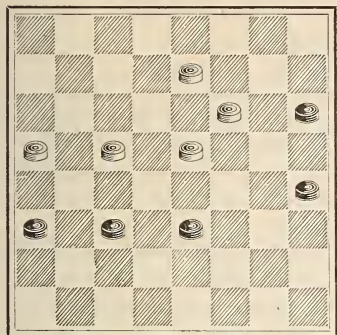
WHITE.

White to move and win.

PROBLEM NO. 77.

By Frank Dunne, Warrington, England.

(WHITE.)



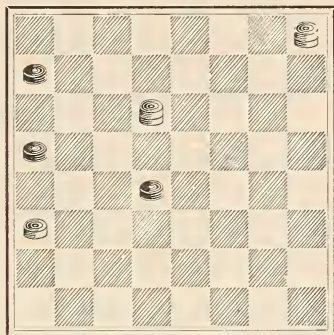
(BLACK.)

Black to move and draw.

PROBLEM NO. 78.

By E. Deans, Glasgow, Scotland.

(BLACK.)



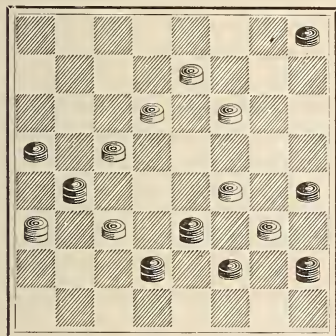
(WHITE.)

Black to move and White to win.

PROBLEM NO. 79.

By Mr. Lawton," San Francisco, Cal.

(BLACK.)



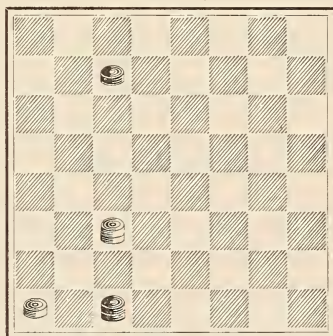
(WHITE.)

White to move and win.

PROBLEM NO. 80.

By Chas. Hefter, Problem Editor.

(BLACK.)



(WHITE.)

White to move and draw.

At the commencement of a game, the black men occupy the squares numbered from 1 to 12, and the white 21 to 32. *Black always moves first.*

PROBLEMS FOR BEGINNERS AND STUDENTS.

Number 77 frequently occurs in play from various openings. Its lesson should be well remembered, and used when opportunity offers.

Number 78 was contributed by a well known problemist, who claimed a draw for Black. Mr. Deans, however, has shown how

neatly White can win this ending.

Number 79 is the “Wood Shower’s” puzzle of No. 7. Several correspondents have sent in solutions to this excellent stroke.

Number 80 occurred at headquarters recently. Black claimed first position, but was slightly mistaken, as our readers will doubtless discover.

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

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THE AMERICAN CHECKER REVIEW will be issued promptly on the first and fifteenth of each month.

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JAMES SMITH, Spennymoor, England, agent for England.

J. W. L. MOWATT, Aberdeen, Scotland, agent for Scotland.

CHICAGO, AUGUST 15, 1888.

OUR PROBLEMS.

PROBLEM No. 71.—Probably no position ever offered to the checker public has had such a peculiar and interesting experience as this one. First appearing as No. 12 of the *Providence Journal*, as "White to play and draw," its conditions were deemed unsound by ex-Champion Heffner. Later it appeared incorrectly set as No. 12 of the *Northern Leader* by E. W. Spiller, and was subsequently republished as No. 55 of *Leader* as a Black win, only to be disproved by Mr. Tonar. Meanwhile it was also incorrectly given in the *New York Scotsman* by Mr. Spiller, and now after setting the problem incorrectly twice the REVIEW has it finally correct. But at the last

moment Editor Brown of the *Woonsocket Reporter* offers a few more remarks which we deem of especial interest and take pleasure in publishing:

To the Editors of the Review:

As my name has been used in connection with Problem No. 56 without fully stating the facts as published, and as there are some points of interest connected with it which have never been given, I will here state them.

In November, 1884, while on a business trip to New York City, I chanced to meet at the headquarters Denny Kirkwood, W. W. Avery and John Dempster. During the evening Mr. Dempster offered a problem exactly like No. 71 of the REVIEW. After about an hour's close study, Mr. Kirkwood solved the problem and pronounced it a sound draw.

Before I left the club room, Mr. Dempster requested me to show the problem to Messrs. Freeman and Heffner, of Providence, and find out what they thought of it. He stated that it was his own, but cautioned me to only tell them that it was by a New York player, and had never been published. Although I acted strictly in accordance with Mr. Dempster's wishes, it was quickly guessed that it was by Mr. Dempster, and that it was from the 21 17 line of the Fife. They, however, pronounced it a Black win. It was published in the *Providence Telegram* February 14, 1885, as No. 29, by J. Brown, Jr., and a "Gould's Problem Book" was offered by the checker editor for the best solution. This was captured by Heffner, who pronounced it a Black win.

In the next issue of the *Telegram* I disclaimed the authorship, and from that time until published in the REVIEW have never seen it in print. I am informed that Mr. Dempster's way of setting the problem is the same as it was published in the *Leader*, to which Mr. Tonar's solution was sent. In view of the above facts it would seem that to the unfortunate John Dempster, recently deceased, belongs the lion's share of the credit, though to Mr. Tonar much credit is due.

Very respectfully,

JAMES BROWN, JR.

We now have the solutions of

Messrs. Tonar and Heffner. The play is of the very finest, and will be given in full in No. 9 of the REVIEW. As Messrs. Heffner and Freeman still deem the ending a Black win, we desire to offer a Baker-Reed "Alma" book to anyone disproving the conditions as now given.

**

Problem No. 72, by Mr. G. W. Brown, is a very pretty Edinburgh ending won in cross-board play by our talented Maine contributor.

**

Problems No. 73 and 74, by Mr. F. Tescheleit, of London, England, are endings from the Paisley opening, and will be found quite difficult and interesting.

**

Problems No. 75 and 76, by John T. Hennigan, and No. 77, by Frank Dunne, all spring from a Cross game, which, in addition to these fine positions, embodies a few more endings which will be illustrated with the game.

**

Problems No. 72, 73, 74, 75, 76 and 79 are entered in competition for prizes.

**

Problem No. 50, by Geo. Fletcher, was published first by Willie Gardner, Game 68, Leeds *Express*.

**

OUR readers have expressed themselves so highly pleased with our style of illustrating games that we have added two new diagrams to our game department.

OUR PROBLEM TOURNAMENT.

Award No. 1.—Baker-Reed's "Alma" book and Gould's "Gilt Edged" Match book, for end game; total pieces not to exceed four.

Award No. 2.—Five dollars for end game; total pieces not exceeding six, nor less than five.

Award No. 3.—Five dollars for end game; total pieces not exceeding eight nor less than seven.

Award No. 4.—Five dollars for end game; total pieces not exceeding ten nor less than nine.

Award No. 5.—Five dollars for end game; total pieces not exceeding twelve nor less than eleven.

Award No. 6.—Frank Dunne's "Guide and Companion" and Frank Dunne's "Campbell v. Reed Games" for best stroke problem.

Award No. 7.—"McCulloch's Guide," in cloth for second best stroke problem.

Award No. 8.—"McCulloch's Guide" in paper, Strickland's "Single Corner," and McCarrick's "Lessons" for third best stroke problem.

Award No. 9.—Two dollars and seventeen cents for the poorest problem, of not more than eight pieces, offered in competition.

We expect to add award No. 10 in our next issue, which will close the prizes.

We kindly request all our brother editors to give notice of our tourney through their columns, as we desire a large list of competitors. Entries for prizes will cease on Sept. 15 for American and on Oct. 15 for foreign problemists.

We will announce final judge of prizes later on, and have the least possible delay in closing up the tourney.

Mr. Wyllie was the guest of the Caledonian Society, Christchurch, on June 9, and was presented with a purse of fifteen sovereigns. In accepting the purse Mr. Wyllie said that little did he think forty years ago that he would play draughts in New Zealand, and with such splendid players. Mr. Wyllie's total score for New Zealand is 3,780 games. Of these he has won 3,583, lost 7, drawn 190 games.

GAMES.

This department is under the charge of Mr. Jas. P. Reed. We would deem it a favor if those sending games would add notes on the play. Games should be arranged as printed, in four columns of figures.

Attention is called to the fact that in games an asterisk (*) means the best or only move, but in giving position for solutions it denotes a king.

GAME NO. 37.--SOUTER.

By Andy Sheehan, Cleveland, Ohio, with notes by Chas. Hefter.

11-15	11-15	1-26	25-30
23 19	27 24	30 23	17 13
9-14	14-17	7-11	8-11
22 17	21 14	22 15	13 9
6- 9	9-18	11-18	30-26
17 13	31 27 <i>a</i>	27 24	9 5*
2- 6	10-14 <i>b</i>	18-27	26-22
25 22	19 10	32 23	5 1
8-11	6-15	14-17	22-17
29 25	26 23 <i>c</i>	24 19*	1 6*
4- 8	15-19	17-21	17-14 <i>d</i>
24 20	24 15	25 22	
15-24	5- 9	21-25	
28 19	13 6	22 17	

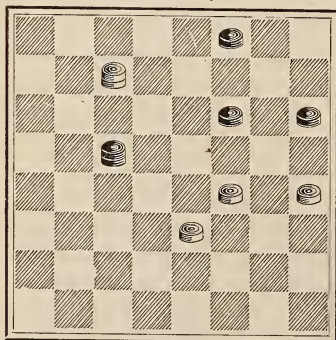
(a) This leads to very interesting play, but 26 23 is the safe draw.

(b) 5-9 is generally given.

(c) 22 17, 14-21, 26 23, or 13 9 here would give very interesting play.

(d) White's position seems almost hopeless, but Mr. Sheehan comes to their rescue with the following little gem:

(BLACK.)



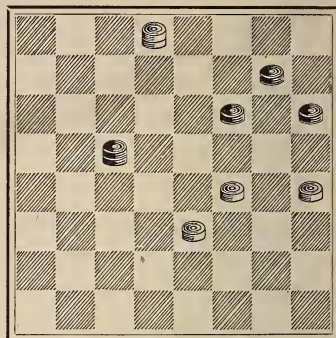
(WHITE.)

White to move and draw.

6 2*	3- 8	18 15*	14- 7
14-10 <i>e</i>	20 16*	10-14	2 4
23 18	11-20	15 10	Drawn.

(e) At first glance we thought 3-8 would win but, on the contrary, it loses, as follows:

(BLACK.)



(WHITE.)

White to move and win.

23 18* <i>f</i>	20 4	4 8	3 7
14-16	15-19	24-28	32-28
2 7	7 11	8 3	7 10
11-15	19-24	28-32	W. wins.
(f) 2 7, 14-9*, 7 16, 9-14, B. wins.			

GAME NO. 38.--BRISTOL.

Played at Madison, Wis., June 23, 1886, between Prof. Sawin* and Chas. Hefter.

MR. HEFTER'S MOVE.

11-16	20 11	10-15	24 19
22 18	7-16	22 18	22-26
8-11	25 22	15-22	19 12
24 20	10-14	26 10	11-15
16-19	29 25	19-26	12 8
23 16	2- 7	30 23	26-31
12-19	18 15	7-14	8 3
27 23	6-10	28 24	31-26
4- 8	15 6	3- 8 <i>a</i>	3 7
23 16	1-10	24 20	26-19
8-12	22 18	8-11	7 10
32 27	9-13	31 27	14-18
12-19	18 9	13-17	20 16
27 23	5-14	27 24	
11-16	25 22	17-22	Drawn.

(a) Variation from "Bowen's Bristol."

*Prof. Sawin possessed little, if any, knowledge of book or published play. He graduated with high honors from the Wisconsin State University, being especially distinguished for his remarkable mathematical ability. He subsequently taught that special branch in a Minnesota normal school, but still later, desirous of further perfecting his favorite study, he

took a course at the John Hopkins University at Baltimore. Without doubt Prof. Sawin was the ablest non-book player we have ever met, and were he to apply himself to our game would be the equal of any player in America.

GAME NO. 39.--CROSS.

Between the same players.

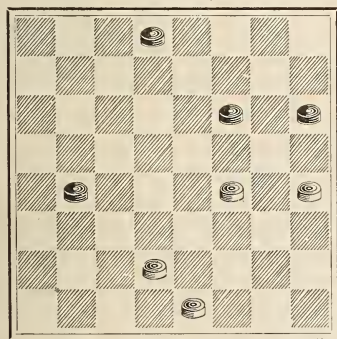
PROF. SAWIN'S MOVE.

11-15	15-24	7-10	2- 7 <i>b</i>
23 18	22 6	25 22	26 22 (1)
8-11	1-10	11-15	7-10
27 23	28 19	32 28	20 16
9-13	13-22	15-24	11-20
21 17	25 18	28 19	31 27
4- 8	10-15	8-11	12-16
23 19	19 10	22 18	19 12
6- 9	7-23	10-14	10-15
18 14	26 19	18 9	27 23
9-18	3- 7	5-14	
24 20	29 25	30 26 <i>a</i>	Drawn.
(1)			
26 23	11-15	23 16	14-17
7-10	19 16	15-18	12 8
31 26	12-19	16 12	10-15
B. wins.			

(*a*) Laying a trap.

(*b*) Not to be caught; 14-17 would give W. Taylor's beautiful problem:

(BLACK.)



(WHITE.)

White to move and win.

26 23*	30 26	26 23 (4)	12 8
2- 7	12-16 (3)	15-22	26-31
23 18 (2)	19 12	23 19	8 3
7-10	10-15	22-26	W. wins.
(2)			
30 26	11-15	8 3	15-18
12-16*	12 8	10-14	
19 12	7-10	3 7	Drawn.

(3)

17-21	26 22	21-25	18 15
W. wins.			

(4)

18 14	11-15	3 7	22-31
15-18	8 3	18-22	
12 8	15-19	7 11	Drawn.

GAME NO. 40.--FIFE.

Played between Geo. Jewitt, of Hull, and Willie Gardner, of Leeds, England.

JEWITT'S MOVE.

11-15	4- 8	21-25	22-18
23 19	23 18	19 15	3 7
9-14	8-11	2- 7	14-17
22 17	32 28	15 8	7 11
5- 9	1- 5	17-14	17-21
26 23	21 17	18 9	19 16
9-13	10-14	5-14	12-19
24 20	17 10	8 4	11 16
15-24	7-23	25-30	19-24
28 19	19 10	4 8	28 19
13-22	23-27	12-16	32-28
25 9	24 19	20 11	16 20 <i>a</i>
6-13	27-32	3-12	18-23
29 25	22 18	23 19	20 16
8-11	13-17	30-25	28-24
25 22	30 26	11 7	19 15
11-15	27-21	25-22	24-28
27 24	26 23	7 3	Jewitt won.

(*a*) 16 12 forms problem No. 55, by Frank Dunne, with the following solution:

28-24*	21-25*	25-29	22-18
19 16	11 7	3 8	8 11
18-15*	15-10*	29-25	23-19
12 8 (1)	7 2 (3)	8 3	11 8
24-19*	19-23*	25-22	18-15
16 11 (2)	8 3	3 8	B. wins.

(1)

16 11	19-15	22 17 (5)	30-26
15- 8	31 26 (4)	15-18	11 15
12 3	21-25	17 13	26-31*
24-19	26 22	18-14	
3 7	25-30*	7 11	B. wins.

(2)

16 12	19-23	8 4	30-25
21-25	4 8	15-11	8 3
8 4	25-30	12 8	25-22
B. wins.			

(3)

7 3	16-12	8 4	30-25
19-16	4 8	25-30	8 4
8 4	10-15	4 8	15-11
B. wins.			

(4)

31 27	25-30	7 2	26-23
21-25	24 20	15-10	
27 24	30-26	20 16	B. wins.

(5)

7 2	30-25	2 6	22-18
15-10	17 13	25-22	1 5
22 17	10-14	6 1	18-15
			B. wins.

GAME NO. 41.--WHITE DYKE.

Played between Geo. W. Brown, Warren, Me., and J. A. Meehan, South Groveland, Mass.

BROWN'S MOVE.

11-15	1- 6	2- 6	10-17
22 17	29 25	26 22	19 15
8-11	6-10	18-25	11-16
17 14	25 21	30 21	18 14
9-18	10-17	6-10	16-20
23 14	21 14	21 17	13 9
10-17	15-19	3- 8	17-22
21 14	24 15	27 24* <i>a</i>	9 6
4- 8	11-18	16-20	22-26
26 23	31 26	23 18	6 2
6-10	12-16	20-27	26-31
25 21	28 24	32 23	2 11
10-17	8-12	8-11	31-26
21 14	24 19	17 13	Drawn.

(a) Solution to Problem No. 52.

GAME NO. 42--LAIRD AND LADY.

By A. E. Hodgson, Leeds, England,
 Draughts Editor of Leeds *Express*.

11-15	21 14	6-10 <i>b</i>	25 21
23 19	15-18	15 6	18-25
8-11	29 25	2- 9	27 9
22 17	1- 6 <i>a</i>	22 15	11-18
9-13	19 15	9-18	9 6
17 14	4- 8	26 22 <i>c</i>	8-12
10-17	26 22	19-23	6 2
21 14	12-16	28 24	7-10
6-10	24 20	5- 9	2 7
25 21	16-19	24 19	10-14
10-17	31 26	9-14	7 11

W. wins.

(a) For forty years this has been considered a losing move.

(b) Mr. Stevens now comes on the scene in REVIEW Game No. 19, with 6-10, which he claims will draw and dispel the forty years of darkness.

(c) But his "light" is only a "delusion

and a snare." We must accept the inevitable, and sorrowfully confess that 1-6 is a losing move. Mr. Stevens says that this move (26 22) allows an easy draw. Will he oblige us by *proving* the "easy" draw instead of *asserting* it to be such?—*Leeds Express*.

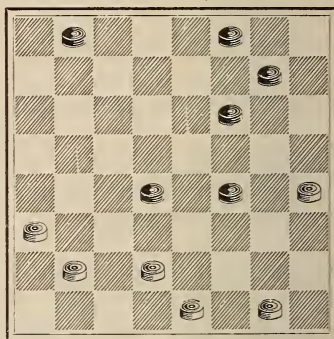
GAME NO. 43.--CROSS.

By A. H. Mercer, Buffalo, N. Y.

11-15	11-16	16-19	4- 8
23 18	30 26	23 16	17 10
7-11	8-11	12-19	7-14
26 23	22 17	25 22	29 25
10-14	2- 7	9-14	14-18
24 19	17 10	18 9	
15-24	6-24	5-14	
28 19	27 20	22 17	

and the position is the same as Game No. 15, of the Smith v. Beattie Match.

(BLACK.)



(WHITE.)

White to move and draw.

20 16 <i>a</i>	19-26	21 17
11-20	31 15	3- 7
26 23	1- 6	17 14

Drawn.

(a) Players who have "Gould's Match Games" will be surprised to see some fifty-four moves from here, 26 22 being taken and Beattie won. Had Champion Smith seen this apparent draw, it might have saved him £25.—A. H. Mercer.

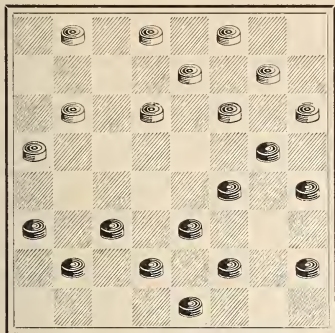
GAME NO. 44.--BLACK DOCTOR.

By G. W. Hanson, Akron, Ohio.

11-15	17 14	4- 8	24 20
23 19	10-17	25 22	1- 6
8-11	19 10	3- 7	28 24
22 17	7-14	29 25	
9-13	27 23	6-10	

and we have the following position:

(WHITE.)



(BLACK.)

Dr. W. E. Truax, in his "Black Doctor" book, page 2, variation 2, moves 6-9, allowing White to win, whereas I think the following play will show exactly the contrary:

14-18	32 28 (2)	10-19	27 24
23 14 (1)	15-19	31 27	2- 6
11-15	24 15	6-10	B. wins.

(1)

21 14	31 27	16 7	27 23
18-27	11-15	2-11	8-12
32 23	19 16	25 21	23 18
10-17	12-19	10-14	14-23
24 19	23 16	20 16	
6-10	7-11	11-20	B. wins.

(2)

31 27	10-28	26 23	15-18
15-18	27 24	11-15	
22 15	8-11	23 19	B. wins.

Though the above play is doubtless original with Mr. Hanson, we think it has been previously published, and we give it space chiefly because Mr. Reed recently drew with Whites against every attack we could devise for Black. Can any of our critics show the draw?—*Prob. Ed.*

GAME NO. 45—DOUBLE CORNER.

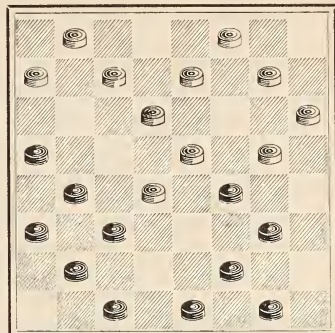
Played at headquarters between Chas. Hefter and a local expert.

HEFTER'S MOVE.

9-14	24 19	4- 8	24 15
22 18	8-11	29 25	7-11
5- 9	27 24	11-16	22 17
25 22	16-20	19 15	
11-16	31 27	10-19	

and the game was neatly won as follows:

(WHITE.)



(BLACK.)

16-19*	28 19	11-18	
17 10	9-14*	23 14	
19-24*	18 9	6-31	B. wins.

GAME NO. 46—KELSO.

By Dr. A. Schaefer, New York.

10-15	22 17	10-17	19 16
22 18	9-14	21 14	12-19
15-22	26 22	7-10 (2)	23 16
25 18	5- 9 (1)	14 7	21-25
11-15	17 13	3-10	26 23
18 11	14-18 a	27 23	25-30
8-15	13 6	13-17	32 28
29 25	18-25	31 26	15-19
4- 8	21 17	17-21	23 18
25 22	2- 9	24 20	19-23
8-11	30 21	15-24	28 24
23 19	9-13	28 19	30-26
6-10	17 14	11-15	24 19

(a) 1-5 loses.

Drawn.

(1)

14-18	17 13	15-24	28 19
30 25	16-23	22 6	
11-16	24 19	1-10	W. wins.

Ostrander.

(2)

13-17	30-25	30-26	1-10
19 10	31 26	32 28	20 16
17-22	11-15	26-31 (4)	11-27
27 23	23 19	9 6	2 7
22-25	7-11 (3)	31-27	15-24
24 20	14 9	6 2	7 32
25-30	25-30	27-18	
28 24	26 23	10 6	W. wins.

(3)

15-18	18-27	17-22	18- 9
19 15	32 23	20 16	11 2
25-21	21-17	22-18	3- 8
26 23	23 19	15 11	24 20
W. wins.			

(4)

26-22	6 2	3-10	6 9
9 6	17-14	2 6	14-17
22-17	10 7	1- 5	9 14
W. wins.			

GAME NO. 47—SINGLE CORNER.

Played at Frankfort, Ohio, June 13,
1888, between L. Bradley and Dr. Hoffine.

BRADLEY'S MOVE.

11-15	18 9	6- 9 (1)	7 10 b
22 18	5-14	27 23	25-30
15-22	27 24	7-10	10 17
25 18	1- 5	16 7	30-26
8-11	24 20	10-15	20 16
29 25	5- 9	23 16	26-23
4- 8	32 27	3-10	17 14
25 22	9-13	16 11	23-18
11-16	27 23	15-19 a	14 23
18 15	7-10	11 7	19-26
10-19	23 16	10-15	16 11
24 15	10-19	7 2	26-30
16-19	26 22	14-18	11 7
23 16	2- 7	2 7	30-25
12-19	31 27	18-25	
22 18	8-11	26 22	
9-14	30 26	9-14	Drawn.

(1)

6-10	14-17	31-27	19-23
16 12	21 14	23 18	18 15
11-15	10-17	27-24	7-10
27 23	18 14	19 16	15 11
19-24	24-27	24-19	10-14
28 19	23 19	14 9	6 1
15-24	27-31	17-21	23-18
22 18	26 23	9 6	1 6

Drawn.—*L. Bradley.*

(a) This should lose. We suggest the following for a neat draw:

14-18	2 7	15-18	10 7
11 7	30-23	9 14	26-30
18-25	7 5	18-22	7 11
7 2	23-19	14 10	30-26
25-30	5 9	22-26	Drawn.

(b) The following will win:

7 11	11 16	16 19	28 19
14-18	19-23	15-24	W. wins.

GAME NO. 48.—LAIRD AND LADY.

By F. Wolf, Syracuse, N. Y.

11-15	11-15 a	7-10	3- 8
23 19	13 10	28 19	14 10
8-11	6-15	10-17	6- 9
22 17	28 24	25 22	10 7
9-13	8-11	18-25	22-25
17 14	23 19	30 14	29 22
10-17	2- 6	13-17	9-14
21 14	19 10	27 23	18 9
15-18	6-15	1- 6	11-25
26 23	24 19	23 18	9 6
4- 8	15-24	17-22	8-11
24 20	32 28	19 15	Drawn.

(a) The value of this move has caused considerable discussion of late. It certainly is not very strong, and may prove to be an actual loss.

Corrections.

Game No. 36, variation 15, twelfth move, (the position is B., 1*, 13*, 15*, 19*; W., 2*, 7*, 20, 28. B. to play), 13-9 wins, but 1-6, 2 9, 13-6, as given, allows a draw by 28 24*, 19-28, 7 10.—*Chas. T. Davis.*

Game No. 18, at thirty-fifth move (B., 1, 6, 8, 9, 10, 12, 20, 21; W., 13, 15, 19, 23, 24, 27, 28, 30), for 21-25, which draws, play 9-14 13 9 1-10 24 6 30 26 6-13 19 16 25-30 21-25 15 6 12-19 B. wins,

Fife News.

Game No. 19, at twenty-second move, 30 26 (for 31 26) is the best win.—*Drummond's First.*

Page 60, variation 9, game 9, Murdocks attempted correction, twelfth move (for 7-11 draws), 17 13 wins.—*F. Allen*; and 7 10 wins.—*Avery.* We have requested full play.—*Game Editor.*

Game No. 31, variation 2, at thirtieth move (B., 9, 10, 14, 21, W., 3*, 20, 30), for 9-13, which draws, play 14-18, and Black wins.

With the exception of correction on game 36, we have to thank Mr. J. D. Janvier for the above.

American Checker Review,

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, AUG. 27, 1888.

No. 9.

CHECKER CHATTER.

In Game 48, twenty-fifth. move (Blacks 1, 3, 5, 7, 11, 12, 13, 15, 24; Whites 14, 20, 21, 25, 27, 28, 29, 30, 31), for 7-10, which draws, play 11-15, 28 10, 18-22, 25 18, 5-9, and Black wins.—*J. M. Ford.*

**

Mr. Maize has been visiting the players of Columbus and Cleveland. His total score was: Maize 85, all others 12, drawn 21, total 118. He expresses his thanks for the kindness and attention shown him by friend Sheean, whom all players will find a gentlemanly exponent of the game.

**

Both Messrs. Richmond and Gardner express a desire to give battle to American players who may accompany Barker to Europe. Richmond has expressed a preference for Isaiah Barker, but as Champion Smith has publicly proclaimed the North England player almost, if not fully, his equal, nothing is likely to result from the offer. Both players fail to state what style of match they desire to play, and omit altogether the important item of *expense allowances*. If either gentleman would offer the necessary traveling expense entailed—about \$100—we think Mr. Reed would be only too pleased to accommodate them, provided other trifling matters were mutually agreed upon. What say Messrs. Richmond and Gardner?

**

We have received so many excellent contributions of late, and have such a large mass of good things in store for our readers it is impossible for us to present our games in regular semi-monthly order and avoid having many fine productions become stale before they can be published. Analysts and subscribers generally

like to have games appropriate to the times, and with this object in view we shall issue the next few numbers in more rapid succession than usual. We trust this will meet the approval of all interested in our success. Of course all subscribers will understand that No. 24 will finish our first year, regardless of the exact time of publication.

**

An English correspondent writes to the *Turf, Field and Farm* as follows: "I shall probably not meet Smith before the match commences, but in conversation with Jackson and other good judges, I find that Smith is really the representative man here; look at his whole history. I understand Wyllie will not be back in time. Richmond and Gardner will play with Smith. Richmond is fully the equal of Gardner as a player, but too modest, so that he is not heard so much of. I want the best player to win, not the best tactician, which I think Barker has proved himself to be, but I do not think he is the strongest player."

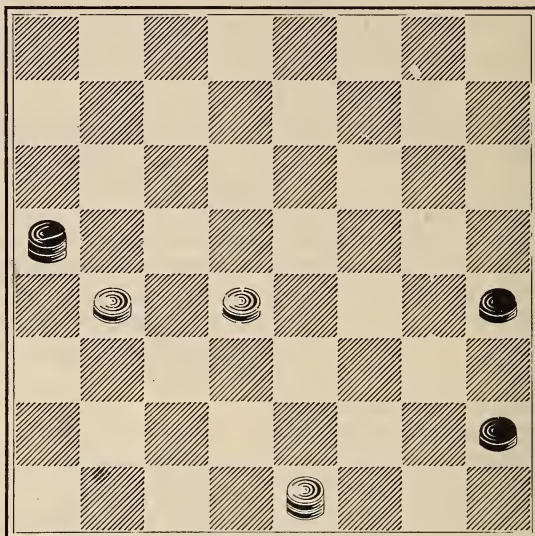
**

The *Evening Lamp* lately published an excellent cut of the Wisconsin champion, Percy Bradt, and gave a list of his remarkable victories. Referring to the same our correspondent, Dr. W. E. Truax, desires to state that he has been utterly unable to secure a match, friendly or otherwise, with the boy champion, although he has offered every possible inducement to bring him to St. Paul. He is anxious and ready to meet Percy at any time. We would be pleased to hear from the Wisconsin expert. He has always shown a disposition to meet all players, regardless of their reputation or ability and possibly the Minnesota champion will soon hear something interesting on the subject.

PROBLEM NO. 81.

By O. H. RICHMOND, GRAND RAPIDS, MICH.

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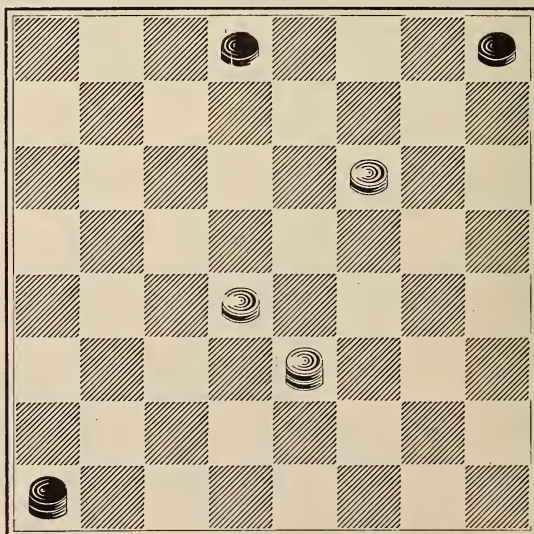


WHITE.

*White to play and draw.***PROBLEM NO. 82.**

By M. H. C. WARDELL, DOWNSVILLE, N. Y.

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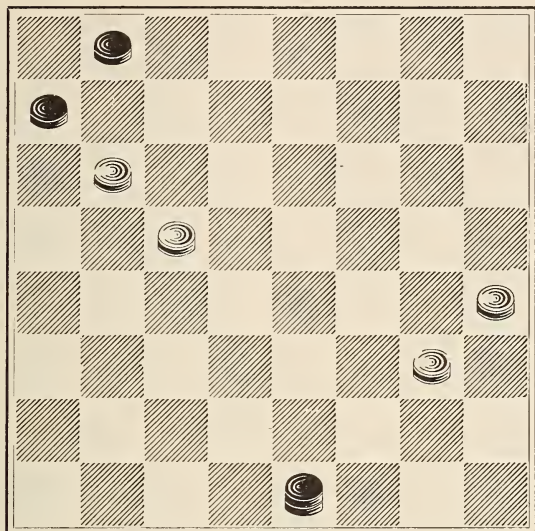
WHITE.

White to play and win.

PROBLEM NO. 83.

BY H. D. LYMAN, NEW YORK CITY.

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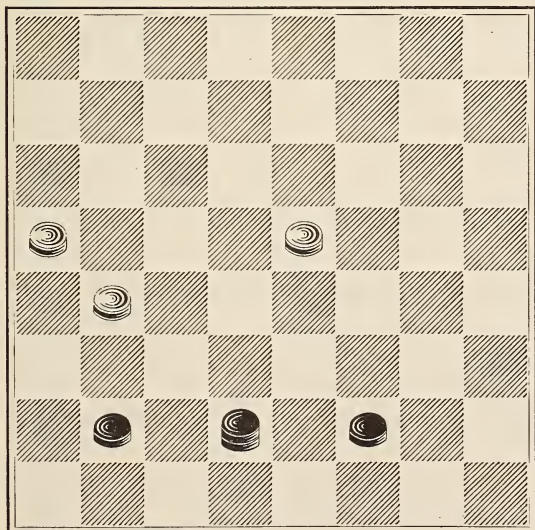
WHITE.

White to move and win.

PROBLEM NO. 84.

CONTRIBUTED BY W. LEWIS, PROVIDENCE, R. I.

WHITE.



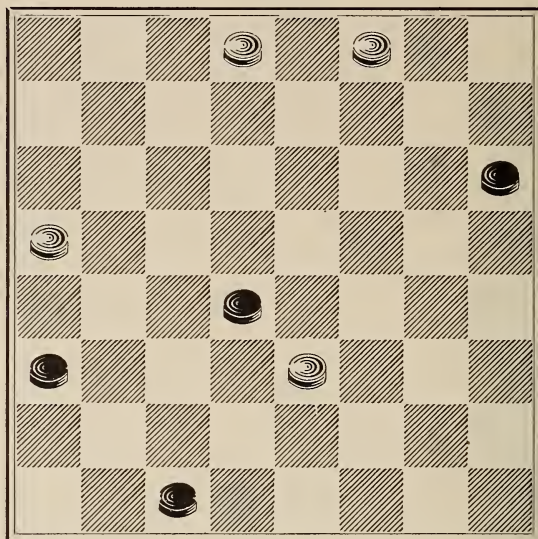
BLACK.

Black to move and win.

PROBLEM NO. 85.

BY WM. TAYLOR, DUNDEE, SCOTLAND.

WHITE.

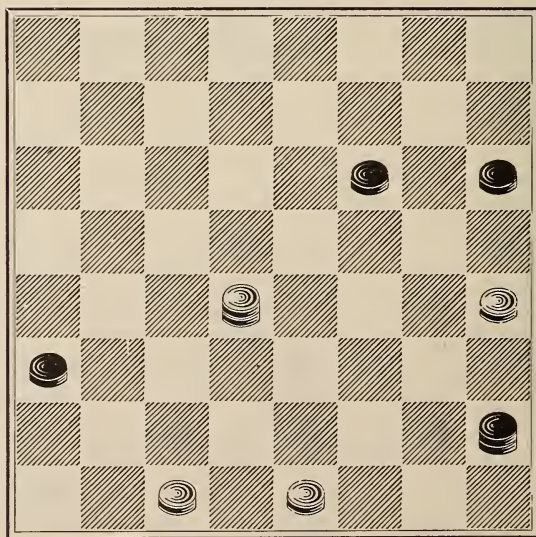


BLACK.

*Black to move and draw.***PROBLEM NO. 86.**

BY WM. TAYLOR, DUNDEE, SCOTLAND.

BLACK.



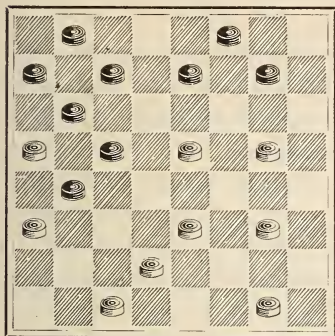
WHITE.

White to move and win.

PROBLEM NO. 87.

By Chas. T. Davis, St. Paul, Minn.

(BLACK.)



The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

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CHICAGO, AUGUST 27, 1888.

OUR PROBLEMS.

PROBLEMS No. 81, 82 and 83, by Messrs. Richmond, Wardell and Lyman, are each characteristic of the productions of this celebrated trio of problemists. They seem to ever be finding hidden beauties, clothing them in the neatest and most attractive garbs, always delightful to behold, and always interesting to study. The REVIEW is to be congratulated in securing their regular contributions, and we know all our readers hope they will continue to come regularly and often.

Problem No. 84 is contributed by our Providence correspondent, Mr. W. Lewis, who states that it occurred between two western New York players. Though it has a

familiar look, we could not discover it in any of our books. It is a splendid problem, and solvers will be delighted with it.

Problems Nos. 85 and 86.—Those of our readers who have studied the beauties of Game No. 39 from the diagram, will welcome with pleasure the advent of W. Taylor, the renowned Dundee expert, as a contributor to the REVIEW. The present problems are endings from the "Second Double Corner" and will be found very fine indeed.

All the problems in this issue are entered in competition for prizes.

STRICKLAND AND THE BISHOP AUCKLAND AMATEUR.

(From the Auckland Chronicle.)

We are indebted to a friendly correspondent for the following amusing incident which took place in Bishop Auckland during the recent sojourn of the blindfold champion in that town. While Mr. Strickland was comfortably ensconced in an easy arm-chair in the Cocoa Rooms, awaiting the arrival of players, either to test their skill with him in a game across the board or to witness his unrivalled performance as a blindfold exponent of the game, a stranger entered the room.

"Any draughts players here?" was his first remark, as he looked inquiringly around for company, when the manager—who, by the way, is a very genial gentleman—said, pointing to Mr. Strickland:

"Yes, there is one who will oblige you."

"Have a game?" said the stranger, as he turned to Mr. Strickland, who smilingly replied:

"Oh willingly;" at the same time crossing the room toward a table on which draughts board and men were placed.

When the stranger visitor and he had taken their seats at the opposite sides of the table, he remarked in a business-like manner:

"Are you aware of the usual penalty attached to playing with me?"

"Indeed, I am not," said the visitor carelessly; "what is it?"

"Well," said Mr. Strickland, "you will have to pay three pence for every game you lose."

This announcement seemed to have no deterring effect on the stranger, who seemed to be possessed of a considerable amount of self-confidence, for he quickly answered:

"Agreed, provided you stand the same forfeit if you lose."

Mr. Strickland evidently thought he had caught a "mark," for his only reply was an assenting nod and a sarcastic smile as he arranged the men on the board. Play soon commenced, the champion opening the "Fife" with Black. During the development of the game the pleasant smile which had hitherto beamed on the features of the champion gradually gave place to a look of deep study and interest, and it soon became evident from the care which he bestowed on his game that in the unknown visitor he had met a foe-man worthy of his steel. After careful and prolonged play, the game was declared a draw.

"A very good game," said Mr. Strickland.

"A very good game indeed," said the stranger. "Have another?"

The men were soon re-arranged on the board. This time it was the stranger to move first, and the "Switcher" was formed. Slowly, carefully, and skilfully the champion played; yet all his skill gave him no advantage over the amateur, who, evidently to the annoyance of the champion and the amusement of the numerous company present, again succeeded in drawing the game. At the conclusion of the second game the champion eagerly scanned the features of his opponent, but failed to recognize them, when he asked:

"Where do you come from?"

"From West Auckland," said the visitor in a quiet and subdued manner.

"Indeed!" replied the champion. "You are a good player. I did not think there was such a good player unknown to fame. Such a feat has not been performed against me since I came into the district."

The mysterious stranger drily thanked the champion for his compliment and asked the favor of another game, which

might be decisive. He did not seem at all desirous of holding any conversation with Mr. Strickland, but arranged the men on the board in a cool, matter-of-fact manner, apparently indifferent to his position as the center of attraction and amusement to a large company now assembled. The third game commenced. Mr. Strickland played Black, and it was evident that he was nervous, for he opened the "Old Fourteenth," and adhered strictly to book play. But it was soon evident that the mysterious visitor knew the book as well as he did, for a smile played over his placid features as the champion developed the opening, showing his inward satisfaction. Notwithstanding the champion's care and skill, he was soon placed *hors-de-combat* on an opening in which he had hitherto considered himself invincible. The stranger, by some very neat and strong play, forced a win, when he rose from his seat and, promising to return in a few minutes, left the room. He has not yet returned, and when players meet in Bishop Auckland the query still is, "Who was that mysterious stranger?" but as yet no satisfactory reply has been received.

[Shortly after Mr. Reed's return from Europe, and just subsequent to the sad death of the great blindfold player, the above anecdote was the subject of discussion—it being so contrary to the usual stories of meetings between strangers and professionals. Mr. Reed remarked that Andrew Webster, of Buffalo, was sojourning in the neighborhood of Bishop Auckland just about the time the incident occurred, and the fact that the Bishop Auckland players did not know the stranger lends color to his statement. Mr. Webster is a very skillful exponent of our game and is quite likely to prove the hero of the above very interesting anecdote.—*Prob. Editor.*]

Professor Fitzpatrick has been making things rather lively for the San Francisco experts. His scores were as follows:

Fitzpatrick	12	Cain	5	Drawn	22
"	20	Bartlett	...	9	Drawn	16
"	6	Washington	4	Drawn	4	
"	3	Bowe	1	Drawn	15
"	5	Eldridge	...	1	Drawn	1

GAMES.

This department is under the charge of Mr. Jas. P. Reed. We would deem it a favor if those sending games would add notes on the play. Games should be arranged as printed, in four columns of figures.

Attention is called to the fact that in games an asterisk (*) means the best or only move, but in giving position for solutions it denotes a king.

GAME NO. 49--KELSO.

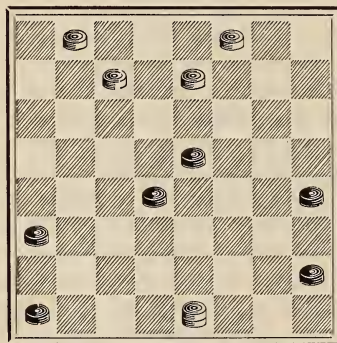
Played at Boston in 1883 between Champion C. F. Barker and ex-Champion A. J. Heffner, with notes by the latter.

HEFFNER'S MOVE.

10-15	7-10	3- 8	14-18 <i>b</i>
21 17	26 23	13 9	22 15
15-18	10-14	6-13	11-18
23 14	21 26	15 10	23 14
9-18	2- 7	5- 9	9-18
22 15	28 24	25 22	20 11
11-18	11-16	18-25	8-15
24 19	24 20	29 22	7 2 <i>c</i>
8-11	7-11	1- 5 <i>a</i>	
17 13	19 15	10 7	

When the following position occurred:

(WHITE.)



(BLACK.)

Black to move and draw.

4- 8 <i>d</i>	10 17	16-19	9 13
2 6	13-31	10 6	27-23
5- 9 <i>d</i>	32 28	19-23	13 17
6 10 <i>e</i>	31-24	6 1	22-26
8-11	28 19	23-27	17 22
10 19	18-22	1 6	26-31
11-15	19 15	27-32	30 25
19 10	12-16	6 9	
9-14	15 10	32-27	Drawn.

(a) 14-17 loses.

(b) Probably the only move to draw.

(c) Barker tried 7 3 here several times, but never could win.

(d) I think these moves would lose.

(e) If 27 24, play 8-11, 6 10, 9-14 and draw.

GAME NO. 50.--FIFE.

Played between Jas. Wyllie, champion of the world, and A. J. Heffner, ex-champion of America.

11-15	18-27	8-11	23-18
23 19	32 23	13 9	2 6
9-14	11-15	4- 8	18-14
22 17	20 11	22 17	6 1
5- 9	15-18	12-16	14-10
17 13	11 7	9 6	1 5
14-18	18-27	1-10	10- 7
21 17	24 20	14 7	8 3
9-14	2-11	8-12	7- 2
25 21	31 24	7 3	3 8 <i>a</i>
7-11	14-18	16-19	2- 7
30 25	17 14	17 14	8 3
3- 7	10-17	19-28	7-10
26 23	21 14	3 8	3 8
11-16	11-15	28-32	10-14
24 20	19 10	14 10	5 1
15-24	6-15	32-27	12-16
28 19	25 22	10 7	1 6
7-11	18-25	27-23	16-19
27 24	29 22	7 2	6 2

Drawn.

(a) The correct and proper move, but by moving 5 1 we obtain Mr. Dempster's Problem No. 71, solution as follows:

15-18	5 9* <i>c</i>	19-23	7 3
3 8	19-24 { 6	22 26	30-25
11-15	7 10 { 7	23-27	3 8
8 11	15-19	26 31	25-22
12-16	9 13	27-32	19 23
1 5	18-23	15 19	10- 7
2- 6	10 15	32-28	8 12
11 7 (1)	23-26	16 11	7-11
16-19	13 17	1- 6	23 27
20 16* <i>b</i>	26-30	11 7	Drawn.
6- 1 { 2	17 22	6-10	Tonar.
3			

(1)

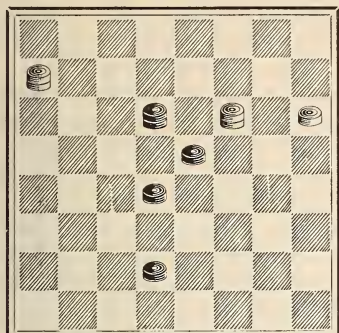
5 1	1 5	20 16	16 12
6-10	16-19	19-23	23-27†

B. wins.

†Though 23-26 would at first glance appear equally as good as 23-27, yet it

would allow a fine draw, as follows:

(BLACK.)



(WHITE.)

White to move and draw.

5 1*	10-14	1 6	15-19
26-31	1 6	27-24	or
12 8	14-10	11 7	24-19
31-27	6 1	14-17	6 10
8 3	10-14	or	Drawn.
			<i>Tonar.</i>

(b) 7 10 would lose here.

(2)

18-22	16 11†	27-24	7 2
7 10	26-31	17 22*	5- 9
6- 1	9 14*	24-20	2 7
5 9†	31-27	11 7	20-16
22-26 { 4	14 17	1- 5	7 2
5			

Drawn.—*Heffner & Tonar.*

†Mr. Heffner reverses these moves in his solution; we presume the difference is immaterial.

(3)

6- 2	16 11	27-32	4 8
7 10	23-27	8 4	28-24
18-23	11 8	32-28	Drawn.
			<i>Tonar.</i>

(4)

1- 5	16 11	31-27	17 22
9 13*	26-31	13 17	Drawn.
22-26	11 7	27-24	<i>Tonar.</i>

(5)

15-18	10 15	23-26	14 18
9 13	19-23	17 14	Drawn.
1- 5	13 17	18-23	<i>Tonar.</i>

(c) The *supreme importance* of this move at *this particular point* seems to have been entirely overlooked by Mr. Heffner, who omitted it altogether, giving instead either 7 11, 16 12 or 7 10, all resulting in Black wins, as follows:

FIRST

7 11	15-19	11 16	18-22
19-24	16 12	19-24	
5 9	24-28	9 14	B. wins.

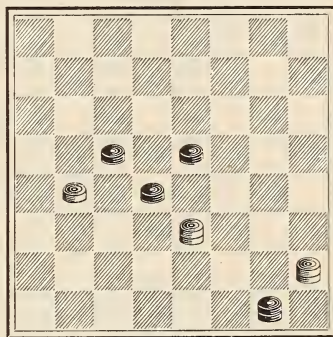
SECOND.

16 12	18-22	14 18	24-27
19-24*	9 14	22-25	11 15
5 9	15-19	7 11	19-24*
			B. wins.

THIRD.

The win by 7 10 is exceedingly fine. We take pleasure in illustrating it.

(WHITE.)



(BLACK.)

Black to move and win.

18-23*	27-32	28-24	15-18*
5 9	16 11 <i>d</i>	7 2	
23-27*	32-28	24-20	
9 14	11 7	2 7	B. wins.
(d) 14 17, 32-28*, 17 22, 15-18*.			B. wins.

(6)

18-23	7 11	15-18	9 14
			Drawn.— <i>Tonar.</i>

(7)

1- 5	7 10	18-23	17 22
9 13	15-19	13 17	Drawn.
19-24	10 15	23-27	<i>Tonar.</i>

GAME NO. 51—LAIRD AND LADY.

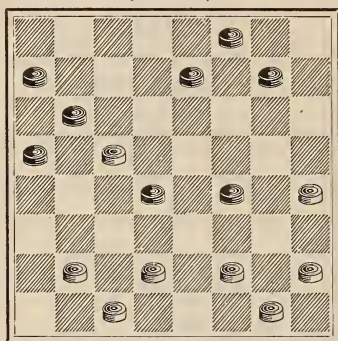
By Harry Stevens.

11-15	21 14	1- 6	31 26
23 19	6-10	19 15	6-10
8-11	25 21	4- 8	15 6
22 17	10-17	26 22	2- 9
9-13	21 14	12-16 ^a	22 15
17 14	15-18	24 20	11-18
10-17	29 25	16-19	

(a) Under date of Aug. 23, Mr. Stevens states play must also be given here on 6-10, 15 6, 2-9, 22 15, 11-18.

Mr. Stevens admits the soundness of the correction of his Game No. 19 as shown by Mr. Hodgson in REVIEW Game No. 42, but he believes this move, 11-18, will draw, and as an inducement to bring out all the play, offers a cash prize of \$2.83 for the best analysis. The following is the position:

(BLACK.)



(WHITE.)

White to move and (?).

All solutions of the above should be sent to Mr. Joseph Maize, McKeesport, Pa., who will award the prize.

GAME NO. 52--DOUBLE CORNER.

Played at Boston in 1886, between E. A. Durgin and Chas. F. Barker, champion of the United States.

9-14	27 24	12-19	15 10
22 18	16-19	31 27	31-27
5- 9	24 15	1- 5	25 22
24 20	10-17	29 25	27-23
11-16	23 16	6- 9	10 6
20 11	12-19	26 22	5- 9
8-22	18 15	19-23	6 1
25 18	2- 7	27 18	9-14
4- 8	32 27	14-23	22 18
28 24	9-13	21 17	14-17
8-11	27 23	23-27	18 15
24 20	7-11 (1)	17 14	17-22
11-16	15 8	9-18	1 5 (2)
20 11	3-12	22 15	
7-16	23 16	27-31	Drawn.

(1)

19-24	31 27	24-31	30 25
-------	-------	-------	-------

W. wins,

(2)

1 6	15 11	30 21	21 14
23-18	22-25	13-17	18- 2

B. wins.

GAME NO. 53.--BRISTOL.

Played at Providence, R. I., between E. A. Durgin and A. J. Heffner.

DURGIN'S MOVE.

11-16	30 25	31-27	25 22
23 18	2- 6	7 2	16-20
8-11	27 24	11-15	23 27
18 14	20-27	18 11	30-26
9-18	31 24	27-18	22 17
22 8	3- 8	11 8	26-31
4-11	32 28	16-19	27 23
25 22	11-16	20 16	21-25
5- 9	24 20	19-23	11 7
22 18	8-11	16 11	25-30
16-20	28 24	23-26	7 2
29 25	10-15	8 3	31-26
10-14	19 10	26-30	23 27
26 23	6-15	3 7	26-31
7-10	24 19	9-14	27 32
25 22	15-24	21 17 a	31-26
10-15	22 17	14-21	32 28
24 19	24-27	2 6	26-23
15-24	17 10	1-10	2 7
28 19	27-31	7 23	30-26
6-10	10 7	12-16	Drawn.
(a) A pretty draw is avoided here by			
7 10	21 14	14 9	10 17
14-17	30-21	18-14	21- 5

B. wins.

GAME NO. 54.---OLD FOUR-TEENTH.

By Jas. P. Reed, Game Editor.

11-15	26 23	1- 6	26 17
23 19	2- 6	32 28	13-22
8-11	24 20	15-18 d	21 17
22 17	15-24	22 15	27-23
4- 8	28 19	11-27	24 19
25 22	10-15 a	20 4	23-16
9-13	19 10	27-31	20 11
27 23	6-15	24 20	22-26
6- 9	17 10	31-27	29 25
23 18	7-14	28 24 (1)	3- 7*
9-14	31 27 b	14-18	11 2
18 9	12-16 c	30 26	26-30
5-14	27 24 e	18-22	Drawn.

(a) This move has been considered a loss by all authorities. Nevertheless, we now propose to show that it is a sound draw.

(b) This move is considered White's strongest attack.

(c) Solution to Problem No. 61.

(d) This move was suggested as a draw by Mr. W. W. Avery, of New York. It

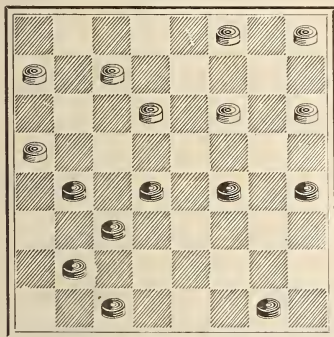
would require entirely too much space to give all probable variations, but we are ready and anxious to meet any and all criticism.

(1)

20 16	19-16	28 24	16-11
27-23	29 25	14-18	22 18
16 12	X 6-10	X 30 25	15-29
23-19	25 22	18-23	8 15
4 8	10-15	24 20	Drawn.

(e) Mr. Avery, after suggesting the draw, added that 32 28 for 27 24 would still enable the Whites to form the old line of play for a win, leaving the books all sound, but we are inclined to differ with our correspondent and offer the following play to sustain our claim. The position is:

(WHITE.)



(BLACK.)

Black to move and draw.

15-19*	8-12*	3-10	18-22
22 18 (2)	27 24	19 16	6 10
19-26	11-15	12-19	14-18
18 9	20 11	24 6	10 14
1- 5	15-18	17-22	18-23
30 23	23 19	6 2	
5-14	13-17	22-29	
29 25	11 7	2 6	Drawn.

(f) A peculiar move, leading to very interesting play.

(2)

27 24 (3)	16-19*	29 25	30-26
19-26	23 7	12-19	15 11
30 23	3-26	24 15	26-23
14-17*	20 16	26-30	28 24
21 14	8-12	25 21	Drawn.

(3)

30 26	1- 5	20 16	15-18
8-12*	23 16	18-25	22 15
27 24 (4)	12-19	29 22	13-31
11-15	24 20	5- 9	11 7
20 11	14-18	21 17	Drawn.

(4)

22 18	12-16	26 23	22-29
1- 5	29 25	15-18	24 19
18 9	16-20	23 19	29-25
5-14	23 16	31-26	11 7
27 24	20-27	19 15	3-10
11-15	16 12	26-22	15 6
20 11	27-31	28 24	Drawn.

GAME NO. 55.--BLACK DOCTOR.

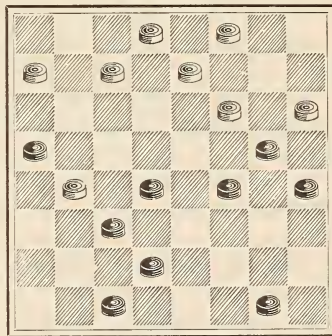
Played at the Chicago Headquarters between E. T. Crowell and L. B. Starkweather.

CROWELL'S MOVE.

11-15	19 10	11-16	25 22
23 19	7-14	22 18	16-20
8-11	25 22	6-10	19 16
22 17	4- 8	18 9	12-19
9-13	29 25	5-14	23 16
17 14	2- 7	24 19	10-15
10-17	27 23	8-11	32 27

and opportunity is given for the following pretty stroke:

(WHITE.)



(BLACK.)

Black to move and win.

7-10	14-18	18-25	10-17
16 7	21 14	30 21	B. wins.

It is consoling to find that Black can also occasionally secure a brilliant finish in this tricky opening.

Mr. Wyllie writes the Otago *Witness* that he intends again to visit Melbourne. After he is done with Victoria, he will visit Sydney and the country districts of New South Wales, and afterward return to New Zealand by Auckland, working his way South. He is highly pleased with his visit to the colony, and says he is not half done with it yet. His total score in New Zealand to July 23 stands—won, 4,291; lost, 7; drawn, 202; total, 4,490 games.—*Turf, Field and Farm*.

Solutions.

No. 61, see Game 54.

No. 62, see Game in No. 10.

No. 63, by M. H. C. Wardell.

B., 1, 12, 23. W., 24, 29*, 31. W. to win.
 24 20 (1) 6-10 31 26* 23-27
 1- 6 25 30 15-19 26 23
 29 25 10-15 20 16 W. wins.

(1)

24 19 6-10 19 15 12-16*
 1- 6 25 30 14-18 10 6
 29 25 10-14 15 10 16-20
 Drawn.

No. 64, by O. H. Richmond.

B., 5*, 9, 13. W., 19, 22*, 28. W. to win.
 19 15 28 24 19 15* 15 10
 9-14 17-21 9- 5 b 5- 9
 15 10* 18 22*a 10 6 1 5
 14-17 9- 5 b 5- 9 9-14
 22 18 24 19 6 1 5 1*c
 5- 9 5- 9 9- 5 b 14- 7
 W. wins.

(a) The hero stands on ten ready to die for his cause.

(b) The sacrifice refused.

(c) He dies to save.

No. 65, by Chas. T. Davis.

B., 7, 12, 13, 16. W., 14, 15, 18, 23.
 B. to draw.
 16-20 24-27 31-26 26-22
 14 9 9 6 6 2 18 15
 20-24 27-31 7-11* 22-18
 18 14 23 18 15 8 Drawn.

No. 66, by Chas. Hefter.

B., 20, 22*, 25, 26*. W., 7, 19*, 28, 32.
 B. to win.
 20-24* 30-16 18-23* 15-10
 7 3 32 28 11 7 20 16
 22-17* 16-19* 19-15 14- 9
 3 8 8 11 28 24 16 11
 26-23* 17-14 23-18 9-13
 19 26 11 8 24 20 11 8
 25-30 14-18 18-14 10- 6
 28 19 8 11 7 2 B. wins.

No. 67, by Chas. Hefter.

B., 6*, 19*. W., 13*, 20, 28. W. to draw.
 28 24* 28-24 11 7 6- 1
 19-28 16 11 19-16 13 9*
 20 16 24-19 7 2* Drawn.

No. 68, by Isaiah Barker.

B., 3, 12*, 20. W., 16, 18*, 27*. W. to win.
 16 11 11 8 18 15 or
 12-16 3-12 16-19 16-11
 W. wins.

No. 69, by L. M. Stearns.

B., 1, 5, 14, 16, 31*. W., 7*, 13, 22, 26, 30.
 W. to win.
 7 10 13 9* 22 13 10 26
 14-17 5-14 31-22 W. wins.

No. 70, by H. A. Whitfield.

B., 2, 14*, 15*, 16. W., 5, 6, 8*, 9.
 W. to win.
 5 1* 14- 5 8 12* W. wins.

No. 71, see Game 50.

For Nos. 72, 73, 74, 75, 76 and 77, see games in No. 10.

No. 78, by E. Deans.

B., 5, 13, 18. W., 4*, 10*, 21. B. moves;
 W. wins.
 18-23 8 11 24-19 17 14
 10 15 27-24 6 1* 15-11
 23-27 11 15 19-24 14 10
 15 18 24-27 18 22 5- 9
 27-32 15 10* 24-19 22 18
 4 8 27-24 21 17 13-17
 32-27 10 6* 19-15 1 5
 W. wins.

No. 79, by Mr. Lawton.

B., 4, 13, 17*, 20, 23*, 26*, 27, 28*. W., 7,
 10, 11, 14, 19, 21*, 22, 21. W. to win.
 21 25* 16- 7 3 8 17-10
 23-16 25 21* 4-11 3 8
 7 3* 28-19 10 3 W. wins.

No. 80, by Chas. Hefter.

B., 6, 30*. W., 22*, 29. W. to draw.
 22 18 18 15 29 25 15 10
 30-26 26-23 6- 9 Drawn.

THE
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A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, SEPT. 5, 1888.

No. 10.

DE VORST VON OV DE LOT.

By W. A. FARRELL.

I'll gif you a leetle broblem,
Mr. Eddytur, ef you blease,
Dat I dry py jimminy alwavs,
Ven I vas at mine ease.

It sometimes, yed, has struk me,
As I do nod got id quidt,
Dot maype I vas grazzy
Or de bosishun vas nod rihdt.

I'll dell you how to sed it—
You can dry id py und py—
But you'll nefer, nefer vin it
No madder how you dry.

A king stands in each gorner
(Die duple vons I mean),
Vile in de mittle, in a row,
Dhree kings in plack are seen.

Placks to blay und chase de vites
From de duple gorners oudt—
Or auy vay, py jings, to vin,
Und put de men to roudt.

I've dride it more as vorty dimes,
Und dey say it can be tone,
So ender it in de "Durney," please,
Und ve'll haf a leetle fun.

CHECKER CHATTER.

H. Z. Wright failed to materialize on the coast, and Mr. Cain now contemplates raising a subscription to have the World's Champion include California.

The REVIEW is finding favor with our English cousins. Only six issues had been received when Mr. Smith's order had to be increased, and he expects to still further increase it before the year expires.

Robertson's "Guide to Draughts Players" is meeting a warm reception from every quarter. Mr. Reed has been examining it lately and will endeavor to show a few results thereof in our next issue.

Champion Barker is unusually quiet—even more so than the proverbial mouse. He knows only too well the ability of his opponent and his splendid aids, and we have no doubt he will go to battle pre-

pared to meet them all, and Wyllie too if necessary.

Mr. Reed's eastern trip has been postponed owing to illness in the family. He is exceedingly anxious to test his skill against the great Providence champion, Clarence Freeman, and we predict one of the finest scientific contests ever known in draughts when they meet.

Mr. Hedley, in *La Gazette du Jeu de Dames*, selects mostly stroke problems for his French readers. As the column is intended for instruction in new fields, we can but conclude that the celebrated Leeds expert inclines to the same view as the REVIEW regarding the instructive value of strokes.

A TEASER.

Editor American Checker Review:

Here is a checker puzzle, and I want a solution. Place the twenty-four men—regardless of color—on squares 1, 2, 3, 4, 5, 6, 7, 8, 9, 12, 13, 16, 17, 20, 21, 24, 25, 26, 27, 28, 29, 30, 31 and 32. Consider them all kings, commence at any place on the board where an exchange is offered, capture (taking off the piece so captured) at least one piece every move until but one remains. I will pay one year's subscription to the REVIEW for the person who sends me the first correct solution, yourself included. This may be an old "chestnut" for some experts; if so, all right, I am willing to pay to learn how it is done. Allow me to add that the above was given me last fall by a boy who had "forgot" how; but "his uncle, who died a few years ago, could work it everytime." And since I have tried it about 300 times I have almost concluded that the boy imposed upon me.

Yours truly,

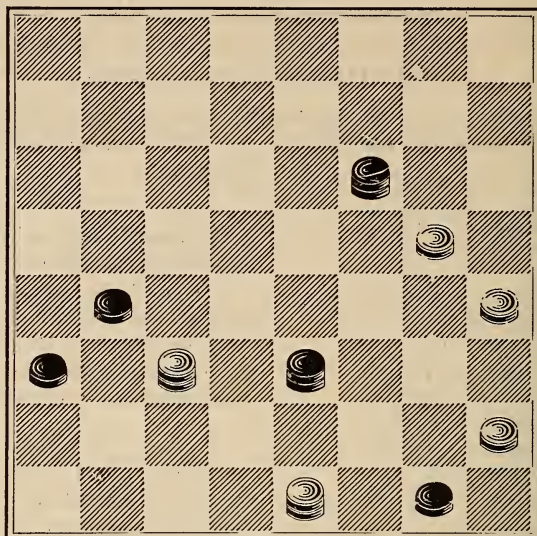
DRURY HOLT.

Rushville, Indiana.

PROBLEM NO. 91.

By JAS. P. REED, PITTSBURGH, PA.

WHITE.



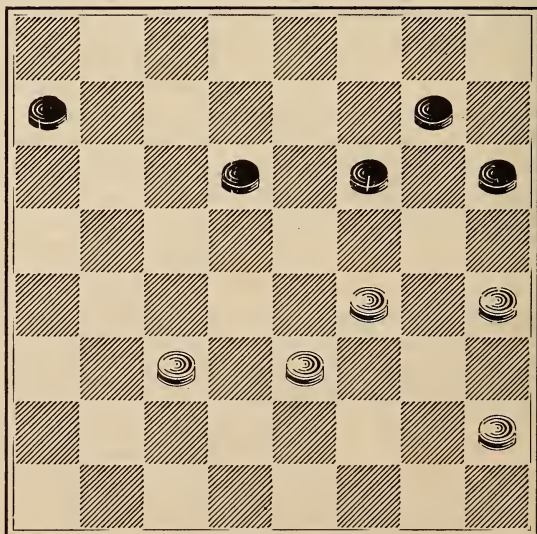
BLACK.

Black to move and draw.

PROBLEM NO. 92.

By A. H. MERCER, BUFFALO, N. Y.

BLACK.



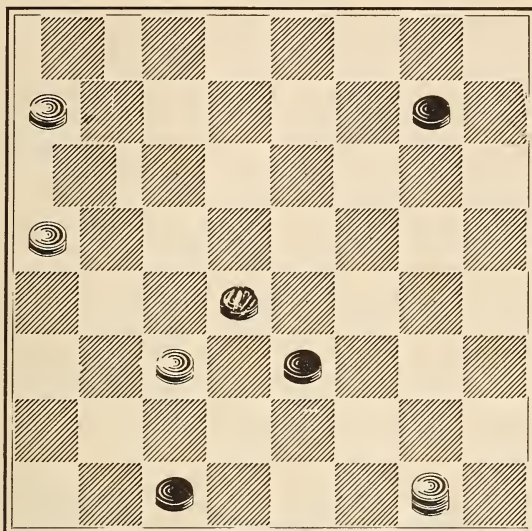
WHITE.

White to move and win.

PROBLEM NO. 93.

By W. C. BELDEN, CUCAMONGA, CAL.

WHITE.



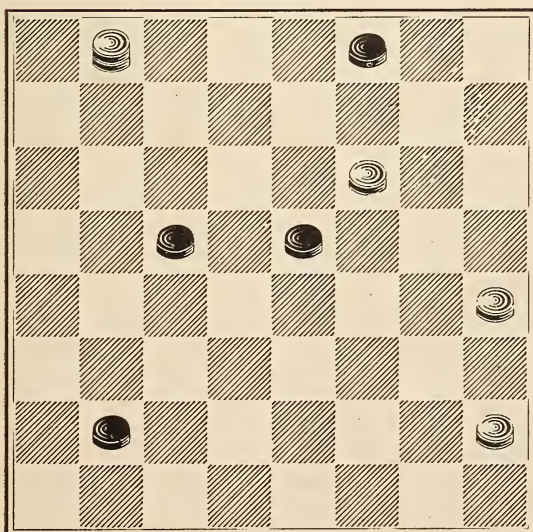
BLACK.

Black to move and draw.

PROBLEM NO. 94.

By W. C. BELDEN, CUCAMONGA, CAL.

BLACK.



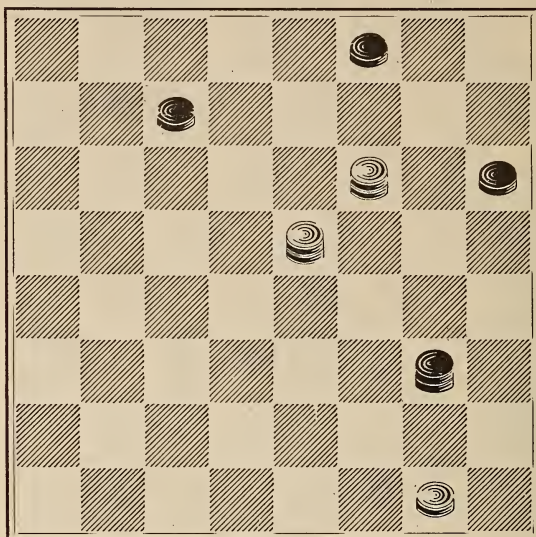
WHITE.

White to move and win.

PROBLEM NO. 95.

By GEO. FLETCHER, TORONTO, CANADA.

BLACK.



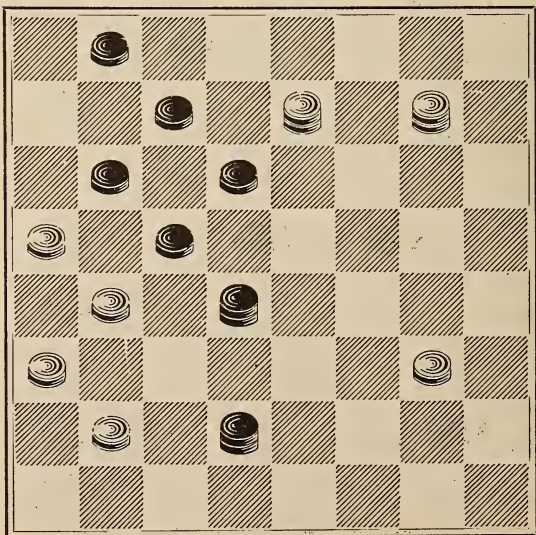
WHITE.

White to move and draw.

PROBLEM NO. 96.

By WM. FAIRGRIEVE, SCENECTADY, N. Y.

BLACK.



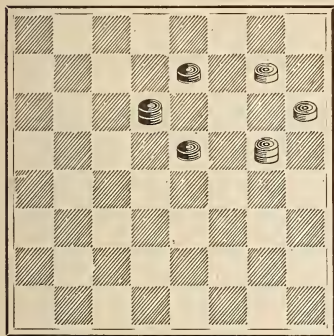
WHITE.

White to move and win.

PROBLEM NO. 97.

By F. Wolf, Syracuse, N. Y.

(WHITE.)



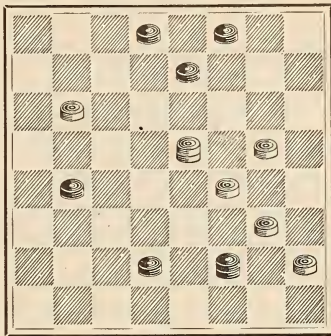
(BLACK.)

Black to move and draw.

PROBLEM NO. 98.

By J. P. Reeve, Brooklyn, N. Y.

(BLACK.)



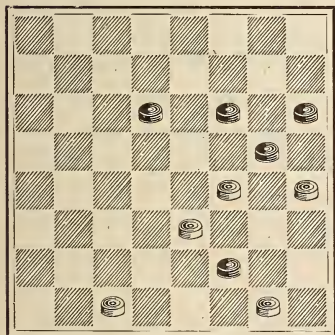
(WHITE.)

White to move and win.

PROBLEM NO. 99.

By L. Bradley, Greenfield, Ohio.

(BLACK.)



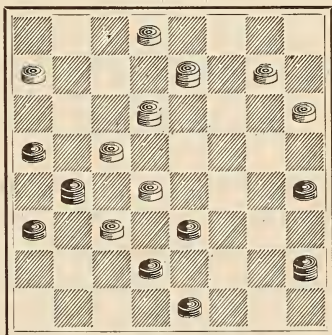
(WHITE.)

White to move and win.

PROBLEM NO. 100.

By Dr. W. B. Banks, Detroit, Mich.

(WHITE.)



(BLACK.)

Black to move and win.

At the commencement of a game, the black men occupy the squares numbered from 1 to 12, and the white 21 to 32. *Black always moves first.*

PROBLEMS FOR BEGINNERS AND STUDENTS.

Number 97 is not very original, but frequently occurs in play, and every student should solve and remember it.

Number 98 is a very neat stroke, not difficult, and should be solved

without moving any of the pieces.

Number 99 at first glance appears hopeless for Whites, but play it just right and they can win.

Number 100 is another excellent stroke. Dr. Bank's efforts are always fine, and we cheerfully recommend this one to our readers.

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

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CHICAGO, SEPTEMBER 5, 1888.

OUR PROBLEMS.

PROBLEM No. 91, by Jas. P. Reed, occurred in play with Mr. L. B. Starkweather. At the time many of our experts, after long and deep study, deemed a draw impossible, but the blindfold champion studied longer and deeper and pronounced it a sure draw before moving a piece. We consider it one of the finest endings we have ever seen, and its solution without moving the pieces as remarkable. We will cheerfully award a Strickland-Gardner "Match Book," cloth, for the best correct solution sent to our game editor. Address him at 15 Clark Street, Pittsburg, Pa.

Problem No. 92, by A. H. Mercer, one of the three Buffalo M's,

is a splendid correction of the "Laird and Lady" by the late Wm. Strickland. The play is quite critical and will afford much pleasure to critics, analysts and students.

Problem No. 93 introduces to our readers Mr. W. C. Belden, the expert California problemist and analyst. Mr. Belden formerly contributed many fine efforts to the *New York Checker Monthly*, edited by Dr. Schaefer, and more recently captured the first prize in the *New York World's* problem tourney. Solvers of No. 93 will fully appreciate his great ability, and unite with us in saying, "Come again, Brother B., and often."

Problem No. 94 is a branch of No. 93, but the win is so neat and clever that we could not resist giving it an extra diagram.

Problem No. 95, by Geo. Fletcher, is an excellent position. To secure a draw when a piece down, in an end game, generally requires exceptional care and skill in maneuvering the pieces, and our readers will find Mr. Fletcher's problem no exception.

Problem No. 96 also introduces a familiar and long desired name to the REVIEW. Mr. Fairgriève has won an enviable reputation as a cross-board player and analyst, and promises to give the REVIEW the benefit of his varied accomplishments. The present effort is from a celebrated "Glasgow" game, whose brilliant endings we shall be pleased to illustrate.

Problems No. 92, 93, 94, 95, 96, 97, 98, 99 and 100 are entered in competition.

IS IT AN END GAME?

We are in receipt of the following problem:

B., 3, 18*, 19, 23, 26;

W., 8* 10*, 16, 29*, 30;

White to move and win;

and feel compelled to refuse it in competition for a prize. We understand that an end game is a problem that occurs in actual play or can occur in play, but, singularly enough the above problem can not occur in play, it being impossible to have a White king on 8 and White to move while the other pieces are situated as given. No book has yet given a satisfactory definition of what constitutes a *correct problem*, nor what constitutes a stroke or end game problem. The subject is quite interesting, and we will be pleased to publish any views entertained by our readers.

ERRORS IN PRIZE PROBLEMS.

For some time our problem editor has requested Mr. Terry to state what effect an error in a problem would have in awarding prizes in the *Checkerist* problem tourney. As soon as Mr. Terry decides, the prizes will be awarded. In our own tourney we desire any good problem containing an error to receive honorable mention, but to be debarred from any prize except No. 9. The line should be clearly drawn, so that the judges can act quickly, fairly and intelligently.

OUR PROBLEM TOURNEY.

Ere No. 11 is issued the time for American entries will have

ceased, and only one month more will be allowed for foreign contestants, and no extension of time will be allowed. The problems will be published as quickly as possible, and no time lost in awarding the prizes.

We respectfully request all those who have so kindly offered to contribute prizes to forward the same to our office at their earliest convenience in order to avoid delay in making the awards.

PROBLEM NO. 64.

Messrs. Mercer and Reed question the necessity of the "Hero's sacrifice," and request Mr. Richmond to try

19 15	15 10	28 24	24 19
9-14	5- 9*	9- 5	5- 9

for a draw. Probably Mr. Richmond can give the information required.

THE *Evening Lamp* states that Clarence Freeman is willing to enter a contest provided the stakes are not less than one thousand dollars a side. This will prove very interesting information to Champion Barker, and just as soon as he captures Champion Smith's English sovereigns, he will doubtless be only too anxious to match them against Rhode Island double eagles.

THE edition of Janvier's "Sturges" having long been sold out, the *Auckland Chronicle* has commenced the republication of the old master's works.

GAMES.

This department is under the charge of Mr. Jas. P. Reed. We would deem it a favor if those sending games would add notes on the play. Games should be arranged as printed, in four columns of figures.

Attention is called to the fact that in games an asterisk (*) means the best or only move, but in giving position for solutions it denotes a king.

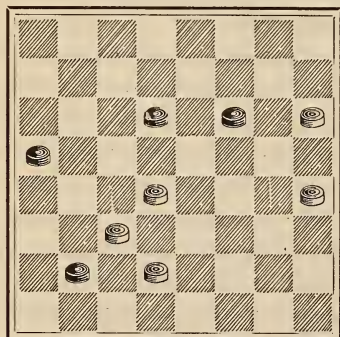
GAME NO. 56—CROSS.

Especially arranged for the REVIEW by John T. Hennigan, Groton. Mass.

11-15	9-13	17-21	30-25
23 18	28 24	19 15	22 17
9-14	11-15	10-19	13-22
18 11 (1)	32 28	23 7	7 2
8-15	1- 6 (2)	3-10	22-26
22 18	24 20	26 23	2 6
15-22	15-24	2- 7	26-31
25 9	28 19	23 19	6 15
5-14	14-17 (3)	7-11	25-22
29 25	21 14	30 26	18 14
4- 8	10-17	11-16 a	31-27
24 19	23 18	20 11	23 18
8-11	7-11	21-25	27-23
27 23	31 27 (6)	11 7	19 16
6- 9	6-10	25-30	Drawn.
25 22	27 23	26 23	F. Dunne.

(a) Solution to Problem No. 77. Though 12-16, 19 12, 21-25 appears equally as good, it loses as follows:

(BLACK.)



(WHITE.)

White to move and win.

26 23	30-26 b	7 3	17-26
25-30	18 14*	26-19	7 30 c
12 8	10-17	3 7	W. wins.

(b) If 10-15, 8 3, 30-26†, 22 17*, W. wins.

(†) If 30-25, 3 8*, 25-30, 23 19, W. wins.

(c) This brilliant ending occurred in play

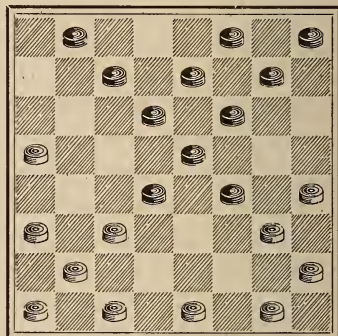
between the late R. D. Yates and the late Wm. Broughton. Mr. Yates often took pleasure in showing it to strangers.

(1)

18 9	7-11	24 20	16-19
5-14	17 13	12-16	26 22
22 17	2- 7	27 24	14-18

and we have an ending, which I have worked on several players this year.

(BLACK.)



(WHITE.)

White to move and win.

13 9*	13-22	32 14	17-22
6-13	20 16*	10-17	30 26
22 17*	11-27	25 2	W. wins.

(2)

1- 5	2- 7	10-15	18-27
24 20	18 9	26 23	26 10
15-24	5-14	15-18	7-14
28 19	19 16	21 17*d	16 7
7-11	12-19	13-22	3-10
22 18	23 16	30 26	Drawn.

Brown and Schelcoff.

(d) This ending is very fine. It was originally published as a problem in the Cincinnati Commercial Gazette.

(3)

7-11	26 22	11-16	18 15
22 18 (4)	3- 7	20 11	2- 6
6- 9	30 25 (5)	7-16	15 11
			W. wins.

(4)

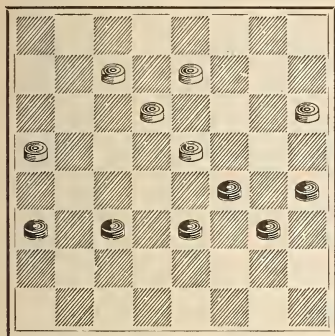
19 16 e	22 18	7 2	5 9
12-19	8-12	32-27	14-18
23 7	26 22 f	2 6	22 15
2-11	10-15 g	27-23	19-10
26 23	31 27 h	6 1	9 14
3- 8	15-19	23-19	10-17
30 26	23 7	1 5	21 14
6- 9	14-32	9-14	W. wins.

First Position.

(e) Not advisable except for experiment.

(f) The late Wm. Strickland showed a beautiful win here if White moves 31 27.

(WHITE.)



(BLACK.)

Black to move and win.

11-16* 10-15* 15-19 14-32
20 11 26 22 23 16 B. wins.

(g) 12-16 draws.—*Strickland*.

(h) Solution to Problem No. 76.

(5)

20 16 20-24 26 1 9-13
11-20 19 16 19-26 6 2
18 15 i 10-19 31 22 7-11
2- 6 22 17 12-19 2 7
30 26 13-22 1 6 Drawn.

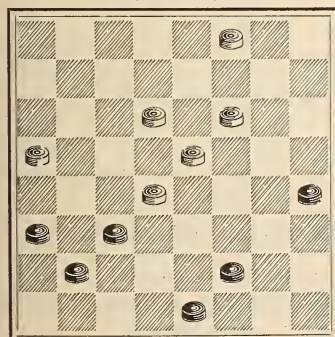
(i) Solution to Problem No. 75.

(6)

19 15 3- 8 26 23 17-26 31 22

and we have the following position:

(WHITE.)



(BLACK.)

†Black to move and draw.

12-16* 18 14 27 31 22 18
30 25 11-27 2 9 26-22
2- 7 20 2 31-26 Drawn.

†This ending was originally published

by Mr. Robertson, author of the "Guide to Draught Playing." In the last issue of *La Gazette du Jeu de Dames*, Mr. Hedley shows the same ending as occurring from the "Will o' the Wisp" and "Ayrshire Lassie" openings, and thinks it may be classed as a draughts curiosity. Besides bringing it from the "Cross" as above, we have also found it in "Kelso" and "Single Corner" endings.—*Problem Editor*.

GAME NO. 57.—SECOND DOUBLE CORNER.

By Wm. Taylor, Dundee, Scotland.

11-15	22 18	5-21	6 9
24 19	8-11	19 10	28-32
15-24	18 9	7-14	9 14
28 19	6-13	22 17	7-11*(3)
8-11	29 25	13-22	14 18 (2)
22 18	1- 5	26 10	12-16*
9-14	25 22	11-15	18 23
8 9	11-15	24 20	32-28
5-14	27 24	15-19 a	23 27
25 22	7-11	10 6	16-19*
11-15	23 18	19-24	27 32 (1)
32 28	2- 7	6 2	19-23
15-24	21 17	24-28	31 27
28 19	10-14	2 6	23-26
4- 8	18 9	3- 7*	30 23

Drawn.

(a) Solution to Problem No. 85.

(1)

27 24	20 16	31 26	26 10
11-15*	19-23*	28-12	Drawn.

(2)

14 10	28-24	23 18	23-14
32-28	26 23	27-23	
31 26	24-27*	10 15	Drawn.

(3)

32-28	28-24	11-15	$\left\{ \begin{array}{l} 5 \\ 6 \end{array} \right.$	24- 8
14 18	26 23	20 11		14 23
7-11	12-16 (4)	15-18		
31 26 b	18 14	23 19*		W. wins.

(b) Solution to Problem No. 86.

(4)

24-27	20 11	12-16	8 12
23 19	24-19	18 23	15-11
27-24	11 8*	10-15	23 27
19 15	19-10	3 8	
11-16	8 3	16-20	W. wins.

(5)

24-19	19-26	21-25	25-30
14 18	30 23	18 14	23 18
W. wins.			

(6)

21-25	24-19	19-26	
30 21	14 18	21 17	W. wins.

GAME NO. 58.--EDINBURGH.

Played at Warren, Me., between Geo. W. Brown and Mr. Weaver, with notes by Mr. Brown.

BROWN'S MOVE.

9-13	24 19	14-18	12 8
22 18	8-12	23 14	20-24
10-15	26 22	16-32	8 12
25 22	17-26	25 22	24-27
6-10	31 22	32-27	12 8
18 14	6- 9	22 18	27-31
10-17	32 28	27-23	8 11
21 14	7-10 <i>b</i>	11 8	31-26
15-19	14 7	4-11	11 8
24 15	3-10	15 8 <i>d</i>	19-23*
11-25	18 15 <i>c</i>	12-16 <i>e</i>	8 3
29 22 <i>a</i>	10-14	8 3	6- 9*
1- 6	15 11	16-20	3 7
22 18	14-18	3 8	26-22
13-17	22 15	2- 6*	
28 24	9-14	8 12	
12-16	30 25	23-19*	B. wins.

(a) I think 30 21 a strong move.

(b) The best, because it sets a very neat trap.

(c) He moves into it like a thing of life. No draw after this move.

(d) Forms Problem No. 72.

(e) Solution to Problem No. 72.

GAME NO. 59--DYKE.

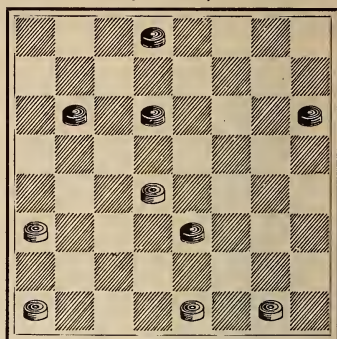
Played by correspondence between Messrs. Wood, Moline, Ill., and G. W. Fleming, Lanark, Ill.

FLEMING'S MOVE.

11-15	30 25	7-10	15 6
22 17	4- 8	14 7	1-10
15-19	22 18	3-19	22 17
24 15	9-13	26 22	13-22
10-19	17 14	19-24	25 18
23 16	8-12	28 19	5- 9
12-19	27 24	16-23	
25 22	11-16	18 15	
8-11	24 15	6-10	

and we have this position:

(BLACK.)



(WHITE.)

The game was drawn as follows:

29 25 <i>a</i>	22 17	18 15	15 11
12-16	9-13	16-19	17-14
31 27	17 14	32 28	11 7
23-26	10-17	26-22	14- 5
25 22	21 14	14 9	27 24
26-30	30-26	22-17	Drawn.

(a) In Janvier's "Anderson" Mr. Bethell is credited with the following play:

32 28	31 24	19 15	6 1
12-16	20-27	9-14	31-27
28 24	18 15	15 10	1 5
16-20	9-13	14-18	27-23
24 19 <i>b</i>	15 6	10 6	5 9
23-27	2- 9	27-31	Drawn.

(b) In McCulloch's "Guide" Mr. Bethell is made to vary as follows:

29 25	23-27	21 17	31-26
20-27	24 19	9-13	18 15 <i>d</i>
31 24	27-31 <i>c</i>	25 22	Drawn.

(c) Black should win here by:

10-14	27-31	31-26	9-13
18 15	15 11	11 8	B. wins.

Chas. Hefter.

(d) Continue as follows and win:

2- 6	26-23	23-18	13-22
15 11	19 16	22 15	B. wins.

Chas. Hefter.

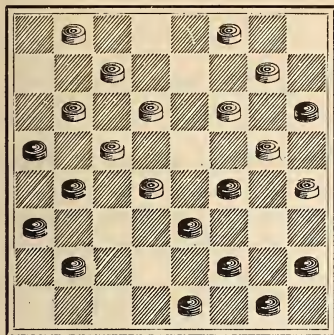
GAME NO. 60--PAISLEY.

Played recently at headquarters between Mr. Chas. Hefter and a visiting amateur.

HEFTER'S MOVE.

11-16	26 22	11-16 <i>a</i>	29 25
24 19	4- 8	25 22	17-21
8-11	22 17	14-17	22 17 <i>c</i>
22 18	7-10	21 14	9-14
10-14	17 13	10-17	26 22
28 24	3- 7	18 15 <i>b</i>	
16-20	31 26	7-10	

(WHITE.)



(BLACK.)

14-18*d 16-23 6- 9 21-30
 23 7 27 18 13 6
 2-18 20-27 1-26 Hefter
 22 15 32 23 30 23 won.

(a) 12-16, 19 3, 14-17 gives Black a good game.

(b) 29 25, 17-21, 22 17 seems good enough to win.

(c) Loses, allowing the pretty combination on diagram.

(d) Only removing *fifteen pieces* at one stroke.

GAME NO. 61.--ALMA.

By Joseph Maize, McKeesport, Pa.

11-15 16-20 20-24 a 14-18
 23 19 23 18 26 22 b 7 3
 8-11 14-23 24-27 18-25
 22 17 27 18 19 16*c 30 21
 3- 8 20-27 12-19 (1) 8-12
 25 22 32 23 15 10* 3 7
 9-14 15-24 6-15 12-16
 26 23 28 19 13 6 21 17
 5- 9 11-16 27-31 15-18
 17 13 17 14 6 2 10 15
 11-16 10-17 31-27 18-23
 29 25 21 14 2 6 15 8
 7-11 8-11 27-23 16-20
 31 26 22 17 17 13 8 11
 1- 5 16-20 7-10 23-26
 22 17 19 15 14 7 7 10
 2- 7 4- 8 23-14 19-23
 25 22 23 19 6 10 Drawn.

(1)

11-20 30 25 27-31 15 10
 Drawn.

(a) Baker-Reed's "Alma" only gives 11-16 here with a drawn result, but it has

been claimed that 20-24 would win for Blacks.

(b) Solution to Problem No. 62.

(c) The peculiar forfeit which strands another long established win.

GAME NO. 62.--PAISLEY.

By F. Tescheleit. London, England.

11-16 8-12 7-11 12-16
 24 19 25 21 25 22 a 14 10
 8-11 16-20 11-15 16-19
 22 18 32 27 22 18* 10 7
 4- 8 6- 9 15-22 5- 9
 18 14 29 25 26 17 7 2
 10-17 11-15 1- 6 9-14
 21 14 18 11 31 26 2 6
 9-18 7-16 16-19 19-24
 23 14 26 23 24 15 27 23*
 16-23 9-18 6-10 18-27
 27 18 23 14 14 7 26 22
 12-16 3- 7 2-18
 28 24 30 26 17 14 (1) Drawn.

(a) Solution to Problem No. 73.

(1)

26 23 17 13 17 14 2 6
 18-22 b 20-24 21-17 20-24
 23 18 21 17 11 7 6 2
 22-26 24-27 31-26 24-27
 27 23 18 14 (2) 7 2 2 7
 26-31 27-31 26-23 27-31
 18 15 15 11 2 6 7 2
 31-26 22-25 12-16 31-27
 23 18 14 10 6 2 etc.
 26-22 25-21 16-20 B. wins.

(b) Solution to Problem No. 74.

(2)

17 14 18 14 10 6 8 3
 27-31 26-23 19-15 22-17
 14 10 15 11 (3) 11 8
 31-26 23-19 15-11 B. wins.

(3)

10 7 15 10 7 2 2 9
 23-19 19-15 15- 6 B. wins.

THE London challenge cup is eagerly sought for. Messrs Moriarty and Granger are now contesting for the coveted honor and Messrs Smith and Tescheleit are already in line with challenges for the winner.

Solutions.

No. 81, by O. H. Richmond.

B., 20, 28, 13*. W., 17, 18, 31*. W. to draw.

17 14	14- 7	6 1	27-31
13-17	27 32	15-19	11 16
14 10	7-10	1 6	31-27
17-22	9 5	20-24	16 20
18 14*	10-15	6 10	27-31
22-18	5 1	19-23	20 24
14 9	15-19	10 15	
18-14	1 6*	24-27	
31 27	19-15	15 11	Drawn.

No. 82, by M. H. C. Wardell.

B., 2, 4, 29*. W., 11, 18, 23*. W. to win.

23 26	18 14	22 17	7 3
29-25	2- 6	10-15 (2)	14- 7
26 22	11 7	14 10	3 19
25-21 (1)	6-10	21-14	W. wins.

(1)

25-30	2- 6	4- 8	6- 9
18 15	11 7	7 2	2 7

W. wins.

(2)

4- 8	8-12	21-17	17-22
17 13	22 18	7 2	2 6
10-17	12-16	16-20	22-26
13 22	18 15	15 19	6 10

W. wins.

No. 83, by H. D. Lyman.

B., 1, 5, 31*. W., 9, 14, 20, 24. W. to win.

20 16	26-22	7 2	5-14
31-26 (1)	11 7	17-10	6 15
16 11	22-17	2 6	W. wins.

(1)

31-27	11 8	18-22	3 7
24 20	19-15	11 7	15-10
27-23	20 16	22-18	8 3
16 11	15-18	7 3	10-17
23-19	16 11	18-15	W. wins.

No. 84, contributed by W. Lewis.

B., 6, 7*, 8. W., 16, 18, 20. B. to win.

8-11*	3- 7	3- 7	6-10
16 12	12 8	4 8	14 7
7- 3*	7- 3	7- 2	2-18
18 14	8 4	8 15	B. wins.

No. 85, see Game 57.

No. 86, see Game 57.

No. 87, by Chas. T. Davis.

B., 1, 3, 5, 6, 7, 8, 9, 14, 17. W., 13, 15, 16, 21, 23, 24, 26, 30, 32. W. to win.

15 10	24 19	26 3	11 15
6-15	15-24	10-14 (1)	9-14
13 6	23 18	3 7	15 19
1-10	14-23	5- 9	24-28
16 11	21 7	7 11	30 25
7-16	3-10	14-17	W. wins.

(1)

10-15	3 7	9-13	26 17
30 26	5- 9	10 15	13-22
15-18	7 10	18-22	15 19

W. wins.

No. 88, by G. W. Hanson.

B., 3, 4, 8, 14, 15, 16, 19. W., 11, 21, 22, 24, 26, 27, 28. W. to win.

11 7	21 17	22 18	24 6
3-10	14-21	15-31	31-24

W. wins.

No. 89, by E. W. Hoyt.

B., 2, 5, 12, 17*, 20, 21, 25*. W., 7, 13, 18, 24, 27*, 30, 32*. W. to win.

30 26	26 22	16 19	18 14
2-11	25-18	25-30	21-25
27 23	23 16	19 23	13 9
20-27	12-19	30-25	25-30
18 14	32 16	23 18	9 6
17-10	21-25	25-21	W. wins.

No. 90, by L. Armstrong.

B., 3, 6, 12, 19, 23, 32*. W., 4*, 17, 18, 25, 29, 31. B. to win.

3- 8	11 20	23-26	22 17
4 11	19-24	31 22	
12-16	20 27	32-30	B. wins.

THE
American Checker Review.

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, SEPT. 15, 1888.

No. 11.

**SOLUTION TO "DE YORST VON
OV DE LOT."**

By W. A. FARRELL.

I haf solft dat broblem, edditur,
"Dat vorst von ov de lot."

Id vas, you pet, a tanty, too,
Dat I vondt him soon forgod.

Die Placks kan nod shase die vites
From: die duple gorner oudt.
Kos, "py grashus, ven you gorner von
Die odder moofs aboutt.

So I dink me ov anudder von,
Vich, maype, is nod vair.
Put like die liddle ped pug, too,
He all die same, geds dere.

Die Placks kan blay most anywhere,
Or go scattered in a heab,
Until dey ged a shance to shange
Vich vill die Vite vons peat.

Ya! dond you see py dis exshange
Die Vites, dey loose a man?
Die odder von I gorner up
Vich, ov gorse, you know I kan.

I nefer now again vill say
Dat a broblem kant pe ton,
Pekos, ven you only know de vay,
You kan vin id on die run.

PROBLEM NO. 84.

Our Cleveland correspondent writes:

"Problem No. 84 was published about four years ago as No. 84 in Vol. 23 of the *Clipper*.* Now, in looking over 'Lyman's Book,' page 69, I find the following information:

"A problem is not sound which allows more than *one way* to win or draw at the *first move*."

"As No. 84 allows wins by either 8-11 or 7-3 at first move it is, therefore, an unsound or incorrect problem."

We disagree with our correspondent. No. 84 is neither unsound nor incorrect. The *first move* should not—nor does it—mean *one way* any more than the *first step* would mean *an entire journey*. A problem would be unsound if solved in two entirely dissimilar ways commencing from the first move, but Mr. Lyman's instructions

*Mr. Sheehan forgot to state the name of the author.

really mean that a problem should not be considered unsound if, *after* the *vital* or *only* moves have been made, the ending should permit of more than one style of win.

NUMBERING VARIATIONS.

In a recent number of the *International Draughts Magazine*, Mr. Atkinson introduced a new method of numbering variations or branches from games, which we consider such an improvement over the old style that we will hereafter publish games as shown in this number.

The easiest and most natural way to analyze a game is to play the trunk first and then, beginning at the last variation, take each one in its order until you come to the first branch of the trunk. This enables us to place the sub-branches from each variation in a more condensed form and immediately following the variation from which they spring.

We hope our readers will readily fall into the new arrangement and that it will meet with their approval.

RENEWALS OF TRIAL SUBSCRIPTIONS.

We desire to notify those who sent us six months' subscriptions that the next number will complete the first half of our year.

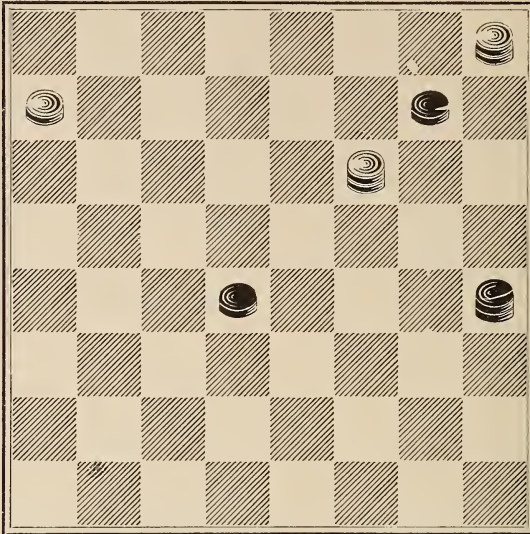
We started in as an experiment to publish the REVIEW for a year, and with strong faith that we could produce a magazine worthy of patronage, only asked the public to try us for six months.

It is now time for us to ask that all who feel repaid for their trial subscriptions will indicate it by promptly remitting for the remainder of the year. Those who see a blue cross on their wrappers will know that this year's subscription is not completed.

PROBLEM NO. 101.

BY CHAS. N. GAFFNEY, UTICA, N. Y.

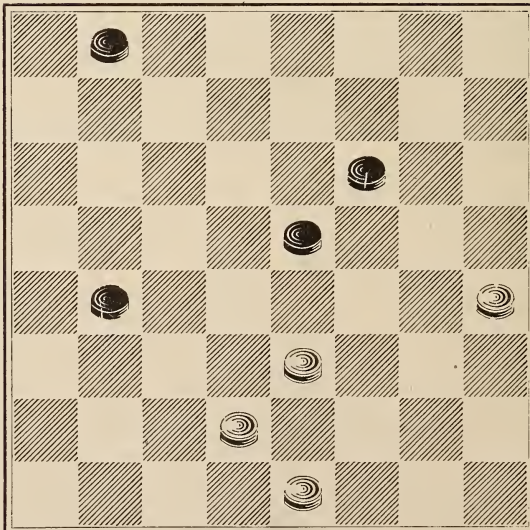
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BLACK.

*Black to move and win.***PROBLEM NO. 102.**BY L. M. STEARNS, DRAUGHTS EDITOR *Derry News*.

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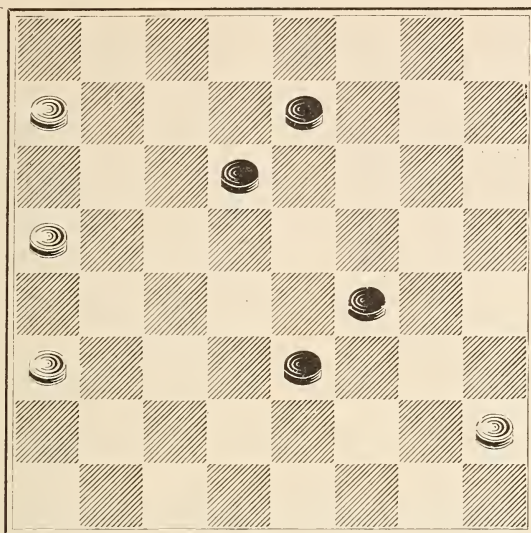
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White to move and win.

PROBLEM NO. 103.

BY THOS. FINN, MONTREAL, CANADA.

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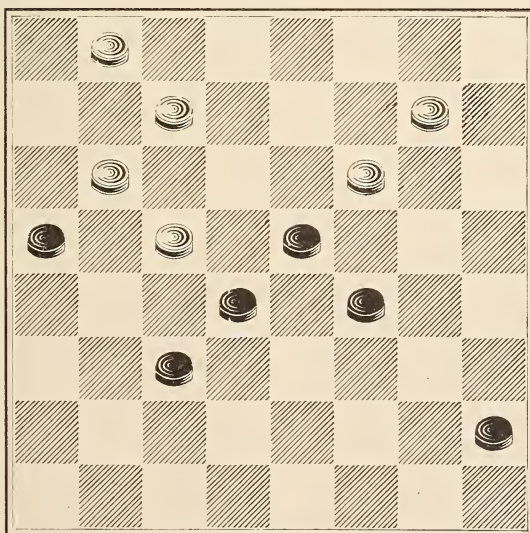
WHITE.

White to move and win.

PROBLEM NO. 104.

BY JOHN F. AVERY, ASHFORD, CONN.

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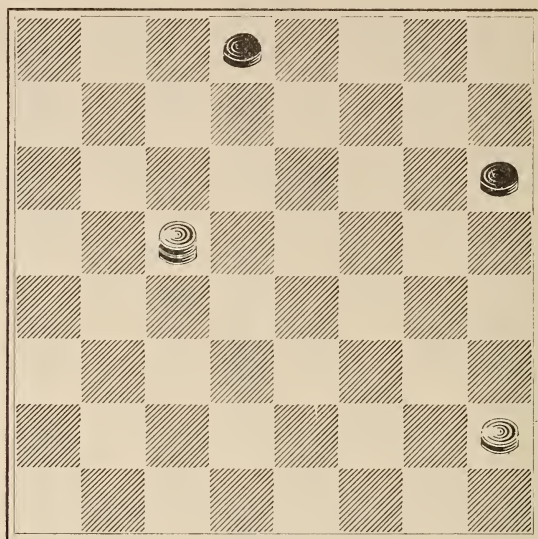
BLACK.

Black to move and draw.

PROBLEM NO. 105.

By B. E. SANDERSON, MOUNT VERNON, OHIO.

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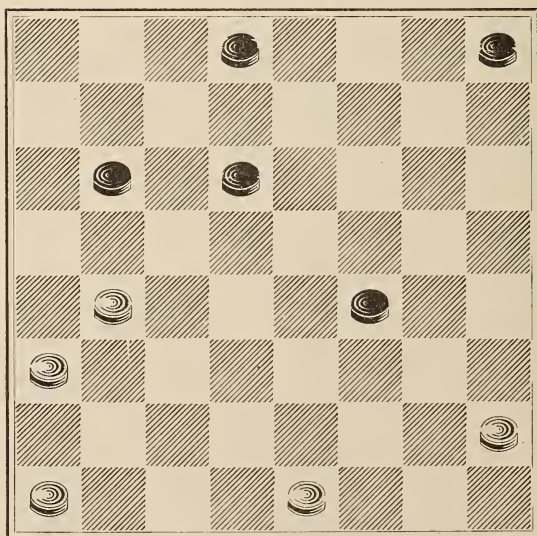
WHITE.

White to move and win.

PROBLEM NO. 106.

By WM. TAYLOR, DUNDEE, SCOTLAND.

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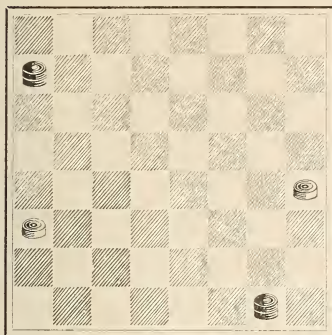
WHITE.

White to move and draw.

The following Problems are by Wm. Taylor, Dundee,
Scotland.

PROBLEM NO. 107.

(BLACK.)

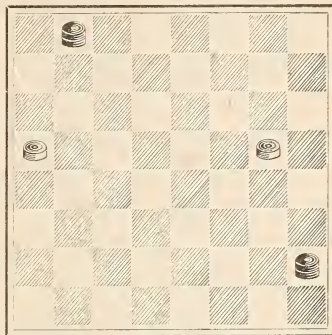


(WHITE.)

White to move and draw.

PROBLEM NO. 108.

(WHITE.)

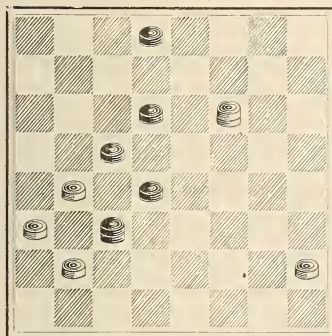


(BLACK.)

Black to move and win.

PROBLEM NO. 109.

(BLACK.)

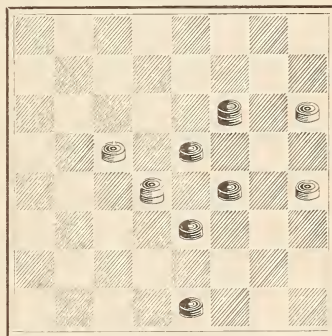


(WHITE.)

White to move and draw.

PROBLEM NO. 110.

(WHITE.)

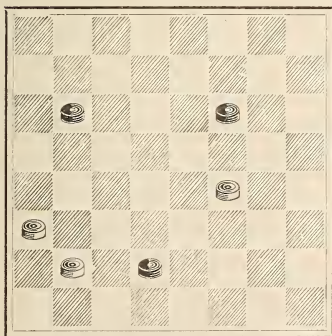


(BLACK.)

Black to move and win.

PROBLEM NO. 111.

(BLACK.)

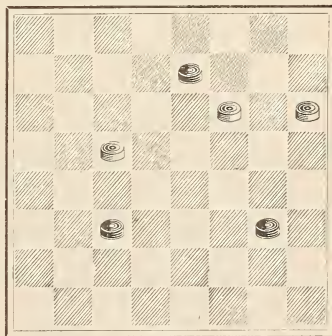


(WHITE.)

White to move and draw.

PROBLEM NO. 112.

(WHITE.)



(BLACK.)

Black to move and win

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

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CHICAGO, SEPTEMBER 15, 1888.

OUR PROBLEMS.

PROBLEM No. 101, by Chas. N. Gaffney, is a very neat position, and is well worth the student's attention.

Problem No. 102, by L. M. Stearns is also very instructive.

Problem No. 103 introduces to our readers Mr. Thos. Finn, of Montreal, Canada, whose analyses and problems have been received with high favor by the draughts public, though we regret through other sources than the REVIEW. The present ending is from the "Fife," and is replete with difficult and intricate moves. We hope Mr. Finn will join the ranks of our regular contributors.

Problem No. 104 is a rather complex position by J. F. Avery, who

subscribes himself "*Monarch of the Checker and Morris Board.*" This reminds us forcibly of the celebrated claim of John Birkenshaw, the Leeds, England, expert, who when fearing an encounter across the board with another prominent English player, claimed the *checker and chess* championship of England, much to the amusement of our foreign editors. It also brought out the anecdote regarding a certain "blowhard," who claimed to have defeated the English chess champion and the French billiard champion, which when sifted showed that the chess champion was beaten at billiards and the billiard champion was beaten at chess.

Problem No. 105.—The *Evening Lamp* devotes most of its last column to an engraving and sketch of the rising young Ohio player and problemist, Burt E. Sander-son. Three of his compositions are given on diagram, from which we are pleased to select one.

Problems No. 106 to 112 inclusive, by W. Taylor, are all endings from a "Switcher" game. It would seem almost impossible to get so many excellent positions from one game, but Mr. Taylor has most successfully accomplished it. We sincerely trust that our Scotch contributor will continue to assist the REVIEW with his highly valued productions.

GAME NO. 44.

Dr. Truax writes: "In No. 8, game 44, I find a "Black Doctor" game, claiming a Black win, by Mr. G. W. Hanson. It reminds

me of:

"A little learning is a dangerous thing,
Drink deep or taste not, etc."

Please ask our 'Buckeyed' friend to kindly examine variation 7, also variation 61 of my book and then tell me what he finds."

We did not write Mr. Hanson, but instead took a *long and deep* draught of the "Black Doctor's" medicine, and in consequence thereof got so wonderfully befuddled and confused that when restored to reason a few hours later we could not give any reasonable or coherent account of what had happened. We respectfully request the doctor to take his own prescription and then favor us with an analysis of its ingredients.

PROBLEM NO. 78.

Mr. N. M. Linton, Wilmington, Ohio, writes: "At the twelfth move the position is B., 5, 13, 27*; W., 15*, 18*, 21. You seem to consider it absolutely necessary to play the king on 15 to 1 and make a third king to win, but I think the following play equally as good and more apparent:

15 19	32-28	28 24	5- 9
27-32	27 32	16-11	21 17
19 24	28-24	24 19	13-22
32-28	32 28	11- 7	18 25
24 27	24-20	19 15	
28-32	23 18	7- 2	
18 23	20-16	15 10	W. wins.

Will some of our sharp-eyed critics show Mr. Linton whether he is mistaken or not?

GAME NO. 54.

Mr. D. C. Calvert, of New London, Conn., writes that in variation 1, at thirteenth move,

B., 3, 13, 15, 16*, 18; W., 8*, 12, 21, 22, 24, 30, for 30 25 (which draws) play

24 20	30 26	11 7	11 18
18-25	29-25	3-10	26-19
20 11	26 23	8 11	18 15
25-29	25-30	30-26	W. wins.

But at the eighth move, for 6-10, the draw is restored by

14-18	28 24	18-23	22 18
30 26	10-15	24 20	
6-10	26 22	16-11	Drawn.

GAME NO. 53.

"Warren," a Missouri correspondent, writes that at the fifty-sixth move (the position is B., 1, 9, 12, 18*, 30*; W., 2*, 7*, 11, 21, 25) for 9-14, which draws, play 1-6, 11 8, 30-26, and Black wins.

CHECKER CHATTER.

The headquarters of the Chicago Checker Club are in the rear of cigar store 159 South Clark Street. Strangers will be welcome there at any time.

Award No. 10 of our tourney will be something representative of our game, value to be five dollars. We expect soon to decide what it shall be, and then announce the prizes in full in No. 12.

Our Leavenworth, Kas., subscribers seem to thoroughly enjoy the REVIEW. Friend Brogan closes a congratulatory letter as follows: Sparkling games and problem posers! ever reaping something new; That which has been done, but earnest of the things next in review. Yet we notice—thro' the numbers one result is sure to gain; While our checker knowledge widens, Reed and Hefter fame attain.

GAMES.

This department is under the charge of Mr. Jas. P. Reed. We would deem it a favor if those sending games would add notes on the play. Games should be arranged as printed, in four columns of figures.

Attention is called to the fact that in games an asterisk (*) means the best or only move, but in giving position for solutions it denotes a king.

GAME NO. 63—LAIRD AND LADY.

By A. H. Mercer, Buffalo, N. Y.

11-15	25 21	13-17	7 3 <i>f</i>
23 19	10-17	26 22	26-31
8-11	21 14	17-26	19 16 (1)
22 17	1- 6	31 22	12-19
9-13	29 25	7-10	3 12
17 14	6-10	14 7	19-23
10-17	25 21	3-10	12 16
21 14	10-17	22 17 <i>d</i>	11-15
15-18	21 14	5- 9 <i>e</i>	16 11
24 20	2- 6	23 18*	15-18
4- 8	30 25	9-13	11 15
27 23	6-10 <i>b</i>	18 14	18-22
18-27	25 21 <i>c</i>	13-22	15 18
32 23	10-17	14 7	
6-10 <i>a</i>	21 14	22-26	W. wins.

(1)

3 7	7 16	25 24	
31-27*	27-32*	32-28*	Drawn.

(a) 11-15 was generally taken in the international match games.

(b) This loses; 13-17 may draw.

(c) This wins; Strickland allowed a draw by 23 18, 10-17, 26 22, etc.

(d) Solution to Problem No. 92.

(e) If 11-15, 17 13 wins.

(f) Though Mr. Mercer originally starred this as an *only* move, he afterwards discovered that 7 2 would also win as follows:

26-31 <i>g</i>	31-27	27-23 (2)	23-16
2 6* <i>h</i>	6 9*	28 24*	9 14*
		W. wins.	

(g) If 26-30, 2 6, 30-26, 6 9 W. wins.

(h) If 2 7; Black draws as in variation 1.

(2)

27-24	28 19	23-27	6 10
19 15	18-23	9 6	32-28
11-18	19 15	27-32	15 11
		W. wins.	

GAME NO. 64.--DOUBLE CORNER.

By Jas. P. Reed, Game Editor.

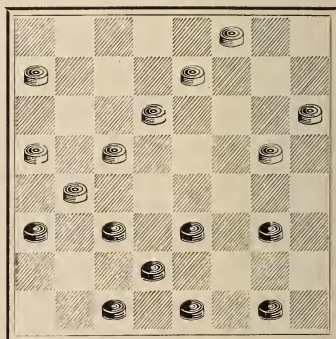
We have carefully examined Robertson's "Guide to Draughts Playing" and would recommend it to our readers chiefly for the vast amount of play given from games by experts. It seems to us, however, that the author has a remarkable faculty for crediting play to himself which former publications have ascribed to others. But this profusion of Robertson is chiefly brought about by accepting published play between experts and showing the last possible chance for a draw. This is simply criticism, nothing more, and great pride is taken in this propensity, as the book bristles with such quotations as "Corrects A and B," etc.

We have no doubt that, notwithstanding his hitherto merciless criticism of all analysts with whom he contended, the book will receive as much criticism as any book previously published. To start the ball rolling, we respectfully submit the following for the consideration of our readers:

9-14	10-15	14-23	4- 8 <i>a</i>
22 18 (5)	27 24 (1)	26 19	31 26
5- 9	15-19 <i>b</i>	11-25	8-11
25 22 (4)	24 15	29 22	27 23
12-16 (3)	16-19	8-12	6-10
24 20 (2)	23 16	32 27	22 17

and we have this position:

(WHITE.)



(BLACK.)

Mr. Robertson in his *trunk game* now gives 9-13 for a draw, but, though a *piece down*, Black can win as follows:

2- 6*	11-15	31-26	23-27
30 25	19 10	21 17	24 20
9-13	12-26	26-22	27-31
17 14	28 24	17 13	20 16
10-17	6-15	15-18	31-27
21 14	14 10	16 11	2 7
13-17	7-14	18-23	27-23
25 21	17 10	11 7	16 12
17-22	26-31	22-18	18-15
26 17	20 16	7 2	B. wins.

Reed beat Smith.

(a) If 6-10, Mr. Robertson continues 31 26*, 4-8, 27 23, 8-11, 22 17—drawn; but the position being same as in above diagram, continue 2-6, and the trunk through variation 15 A is again stranded.

(b) It hardly seems possible that giving the piece here should win for Black, and we look for one of our sharp critics to restore the draw for White.

(1)

22 17	30 26	17 13	26 22
15-22	22-25	3- 7	19-23
17 10	29 22	27 23	22 18
6-15	8-12	20-24	7-11
26 17	15 8	23 16	28 24
15-19	4-11	12-19	23-26
23 18	20 16	21 17	24 19
9-13	11-20	1- 5	26-30
27 24	32 27	18 14	19 15
13-22	2- 6	24-27	
24 15	22 17 c	31 15	
16-19	7-10	10-19	W. wins.

(c) In variation 51₂, 27 24 is given to draw. The Black draw will have to be restored prior to this move or the trunk is again destroyed, and even the above play from diagram rendered useless.

(2)

24 19	6-22	26 22	2- 6
8-12	30 26	5- 9	14 9
22 17	22-25 d	22 17	3- 8
9-13	29 22	9-13	9 2
18 9	16-20	17 14	11-16
13-22	22 18	10-17	
26 17	1- 5 e	21 14	Drawn.

Jos. Maize.

d) 10-14 is the best draw.

(e) In variation 12 B, 11-15 is given and White wins. This seems to draw and also corrects Bristo¹, Part III, variation 268.

(3)

11-16	8-12	29-25	26-31 /
29 25	23 16	8 4	10 26
8-11	12-19	25-22	31-13
18 15	15 11	26 17	16 11
11-18	1- 5	13-22	13-17
22 15	25 22	21 17	30 26
10-19	6-10	15-18	17-14
24 15	31 27	4 8	26 23
7-10	10-15	2- 7	5- 9
27 24	27 23	24 19	23 19
10-19	14-18	18-23	14-18
24 15	23 16	19 16	11 8
16-19	18-25	7-10	9-13
23 16	28 24	8 11	8 4
12-19	9-13	22-26	18-23
32 27	16 12	11 7	19 15
4- 8	25-29	10-15	3- 7
27 23	11 8	7 10 g	B. wins.

(f) This wins and corrects variation 66. Mr. Robertson gives 15-19 to draw.

(g) 7-11, 15 19, 11-15 restores the draw.—
C. Heftler.

(4)

24 19	7-11	32 28 h	15-22
11-15	25 22	8-11	25 18
18 11	11-15	30 25	9-13
8-24	27 24	1- 5	
28 19	4- 8	22 18	Drawn.

(h) This draws, correcting variation 501₂, making it same as variation 24 at tenth move. Mr. Smith is credited in the book with the following pretty stroke:

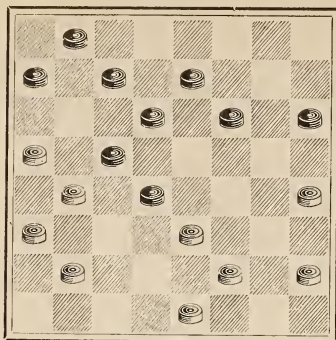
23 18	15-18*	27 18	10-28
14-23	22 15	12-16	3 10
31 27	3- 7	19 3	6-31
			B. wins.

(5)

22 17	3- 8	22 17 (6)	19-26
11-15 (11)	20 11	8-12	30 23
25 22	7-16	29 25	2- 7 i
8-11 (10)	27 24 (8)	4- 8	24 20
17 13	16-19	32 27	15-18
11-16	23 16	8-11	
24 20	12-19	26 23	

and we have this position:

(BLACK.)



(WHITE.)

In variation 32, 31 26 is now given to draw, but play

23 19*	18-27	13 9	22-26
11-15	31 24	10-14	17 14
20 16	14-18	24 20	26-31
15-24	17 14	14-17	19 15
28 19	10-17	25 21	12-19
5- 9	21 5	17-22	20 16
27 23	6-10	21 17	W. wins.

J. Maize.

(i) 5-9 here restores the draw.—*J. M.*

(6)

24 20	11-15	24 15	24-27
8-11	28 24 <i>j</i>	10-19	25 22
22 17	2- 7	17 10	27-31
4- 8	20 16	6-15	23 18
29 25	8-11	13 6	15-19
5- 9	23 19*	1-10	7 2*
26 23	11-20	21 17*	31-26
19-26	19 16*	19-24	2- 7
30 23	7-11	27 23	
15-18	16 7	18-27	
31 27*(7)	15-19	32 23	W. wins.

(j) In variation 49, Mr. Robertson plays 27 24 and only draws.

(7)

31 26	15-24	17 10	23-26
18-27	28 19	9-14	21 17
32 23	10-15	22 17	26-30
11-15	19 10 <i>k</i>	14-18	25 21
20 16	12-19	17 14	30-26
8-12	26 22	19-23	9 6
23 19	6-15	14 9	Drawn.

(k) In variation 60 C, Mr. Robertson leaves it as a Black win. We fail to see it. This strands variations 60, 60 A and 60 B.

(8)

22 18	19 16	11 8 <i>l</i>	32 23
15-22	4- 8	24-27	18-27
26 17	16 12	8 4	3 7
16-19	8-11	27-31	27-23
23 16	12 8	4 8	7 10
12-19	11-16	31-26	14-17
27 24	17 14	8 11	10 14
14-18	16-19	26-22	17-22
24 15	14 10	17 14	14 17
10-19	6-15	22-18	22-26
29 25	25 22	14 10	17 22
8-11 (9)	18-25	5- 9	26-31
31 27	27 11	13 6	11 16
19-23	25-29	2- 9	23-27
28 24	21 17	10 7	16 19
11-16	19-23	9-14	
24 19	8 3	7 2	
16-20	20-24	23-27	W. wins.

(l) Corrects variation 48; 3 8 is given and only draws.

(9)

8-12	31 26	18-23	21 17
17 14	8-11	22 18	23-26
4- 8 <i>m</i>	26 22	11-16	B. wins.

(m) This corrects variation 59, and also strands variation 48. Mr. Robertson plays 18-23 for a draw.

(10)

15-19	25 21	11-16	30 25
24 15	8-12	24 20	27-23
10-19	27 24	8-11	14 10
23 16	7-10	23 18	6- 9*
12-19	32 27	14-23	13 6
17 10	4- 8	17 14	15-18*
6-15	22 17	10-17	22 8
21 17	8-11	21 14	5- 9
5- 9	26 22	23-27	20 11
17 13	3- 8	22 17	19-24
2- 6	31 26	27-31 <i>n</i>	28 19
29 25	1- 5	26 22	23-30
9-14	27 23	31-27	B. wins.

(n) Corrects variation 72, 15-18, 26 22 being given with drawn result.

(11)

11-16	11-16	3- 8	9-18
25 22	28 24	24 19	23 7
8-11	8-11	17-21	11-18
29 25	22 18	25 22	26 23
4- 8	14-17	7-10	2-11
24 19	21 14	22 17	23 14
16-20	10-17	5- 9	16-23
17 13	19 15 <i>o</i>	18 14	27 18

W. wins.

(o) This corrects variation 52, Mr. Robertson playing 25 21 and only draws.

GAME NO. 65.--GLASGOW.

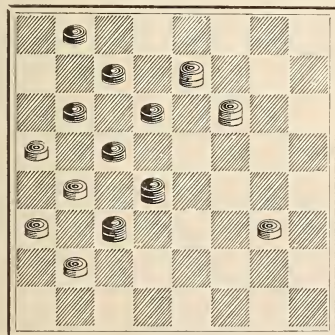
By Wm. Fairgrieve, Schenectady, N. Y.

11-15	31 27	11-15	28 24
23 19	2- 7	16 11	30-26
8-11	17 13	23-26	24 19 ^{*b}
22 17	9-14	11 7	18-15 (1)
11-16	27 23	26-30	25 22 [*]
24 20	8-11	7 3	15-24
16-23	23 16	30-26	22 18
27 11	12-19	3 7	14-23
7-16	22 17	26-23	7 5
20 11	7-10	20 16	6-10
3- 7	26 23	23-18	8 11
28 24	19-26	16 12	26-22
7-16	30 23	15-19	5 9
24 20	5- 9	12 8	22-18
16-19	32 28	19-23	9 14 [*]
25 22	15-18	8 4	18- 9
4- 8	23 19	23-26	13 6
29 25	18-23	4 8	
10-15	19 16	26-30	a W. wins.

(a) 26-31 is good. We think Mr. Tonar gave an analysis of this opening in the *Northern Leader* some years ago, but it is missing from our slips. Can any of the REVIEW readers send us a copy of the play?

(b) Solution to Problem No. 96. In 1875 the late R. D. Yates and Wm. R. Barker contested a match at New York, in which this game occurred. Both players were *trapping* and Yates thought he would try 8 11, for should Barker try to capture the piece on 25 by moving 26-22, he would win as follows:

(BLACK.)

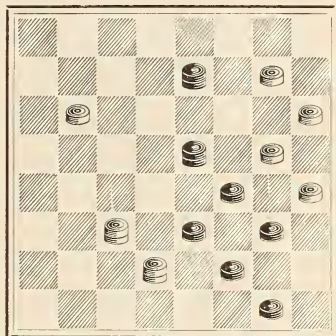


(WHITE.)

24 19 [*]	10-19	13 6	
22-29	17 10	1-19	
19 15 [*]	6-15	7 16	W. wins.

But the late champion was quite young then, and failed to give sufficient consideration to Wm. R.'s remarkable foresightedness, for results showed the young Boston player had a trick in store that was worth two of the New Yorker's, and as Yates slyly moved 8 11 he keenly scanned this position from his side of the board:

(WHITE.)



(BLACK.)

and then to the surprise of everybody present moved

10-15 [*]	18-14 [*]	6-29 [*]	1-10
17 10	11 18	13 6	

and won the game and the plaudits of the spectators. Mr. Fairgrieve's play, however, seems to show that Yates really did have a win in hand, and that any variation after 24 19, besides 18-15; would lose as follows:

(1)

26-23	$\left\{ \begin{array}{l} c \\ d \end{array} \right.$	23-16	18-23
8 11 [*]		11 20	25 22 W. Wins.

(c) 26-22, 8 11^{*}, 22-29, 19 15, W. wins.

(d) 18-23, 8 12, W. wins.

We have been fighting *time* lately, and judging by the diagram Problem No. 93 has been "slightly battered;" but we are "still in the ring" and will endeavor to have the "pieces" brought forward hereafter in presentable shape.

Solutions.

No. 91 will be given later.

No. 92, see Game 63.

No. 93, by W. C. Belden.

B., 3, 10, 15, 25. W., 1*, 11, 20, 28.

B. to draw.

25-30*	20 16	15-18 (1)	16 11
1 6	21-17	24 19	22-25
30-25	28 24	18-22	11 7
11 7	17-21	7 2	17-22
25-21	6 9	21-17	Drawn.

(1)

3- 8	16-19	21-17	14-17
16 12	8 3*	7 2	9 14
8-11	15-18	19-23	17-21
12 8	3 8	11 15	7 10
11-16 (2)	10-14	17-22	21-25
24 20	8 11	2 7	14 17
			W. wins.

(2)

10-14	15-22	21-17	17-14
9 18	24 19	7 3*	3 7
			W. wins.

No. 94, by W. C. Belden.

B., 3, 14, 15, 25. W., 1*, 11, 20, 28.

W. to win.

1 6*	11 7*	15 18*	7 3*
14-17	3- 8	23-27	8-12
6 10*	10 15*	20 16*	18 15
15-19	19-23	17-22	W. wins.

No. 95, by Geo. Fletcher.

B., 3, 6, 12, 24*. W., 11*, 15*, 32. W. to draw.

32 28	27 31	11 15	23 19
24-20	12-16	22-26	24-28
15 19	28 24	15 18	19 16
6-10	20-27	26-31	31-27
19 23	31 24	18 23	15 11
10-14 "	16-20	3- 7 (1)	28-32
23 27	24 19	19 15	11 2
14-18	18-22	20-24	Drawn.

(1)

3- 8	20-24	8-11	24-27
19 16	16 12	23 19	12 8

Drawn.

(a) If 12-16; 23 18, 16-19, 11 15, draws.

No. 96, see Game 65.

No. 97, by F. Wolf.

B. 18, 23*, 26. W., 17*, 21, 25. B. to draw.

26-30	27-23	30-26	18-22
17 22	15 10	6 9	25 18
23-27	23-18	26-23	23-14
22 15	10 6	9 13	Drawn.

No. 98, by J. P. Reeve.

B., 2, 3, 7, 17, 26, 27*. W., 9, 15*, 16, 19, 24, 28. W. to win.

16 12	3-12	9 6	12-19
27-20	28 24	2- 9	15 6
12 8	20-27	19 16	W. wins.

No. 99, by L. Bradley.

B., 10, 11, 12, 16, 27. W., 19, 20, 23, 30, 32.

W. to win.

23 18	18 15	30 26	22 7
16-23	11-18	23-30	W. wins.

First Position.

No. 100, by W. B. Banks.

B., 2, 5*, 7, 10, 12, 13, 16*, 20. W., 11, 15, 19, 21, 23*, 25, 26*, 28, 31. B. to win.

2- 6	15 6	9-27	24 19
11 2	13-17	31 24	5- 1
6- 9	21 14	16-21	B. wins.

Through the *Evening Lamp* Mr. Bradt expresses his willingness and anxiety to meet Dr. Truax at Minneapolis for fun or for a consideration. As both parties seem to be perfectly agreed as to their wants, we trust nothing will now prevent an early encounter.

American Checker Review,

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, OCT. 1, 1888.

No. 12.

FRANK DUNNE—JUDGE OF PROBLEM TOURNEY.

We are pleased to inform our readers and all contestants for prizes that Mr. Frank Dunne, Warrington, England, has consented to assume the onerous duties of *sole judge* of prizes in our Problem Tourney. Many of our readers are familiar with Mr. Dunne's position in the draughts world, but for the others we would state that he is draughts editor of the *Leeds Mercury Supplement*—the peer of any checker column ever published; he is celebrated as a blindfold player of simultaneous games, also as the compiler of the *Campbell v. Reed* and *Wyllie v. Bryden* games, his notes and annotations proving especially welcome to all players and judges of fine analyses. He is also about to issue a new book on the game. While he is a very reliable analyst, it is as a problemist that he takes highest rank, and the name of Dunne will always be found with those wonderful masters, Brown, Allen, Wardell, Richmond, Lyman, etc. His knowledge of problems is necessarily most thorough and complete, and we know everybody will agree with us that, look far and wide, a more competent judge in *every respect* could not possibly have been selected than Frank Dunne.

THE CHECKERIST.

Editors American Checker Review:

Please announce through your columns that owing to the continued illness of the editor of *The Checkerist*, that journal will be suspended for a few weeks. His past actions he feels will convince his subscribers and contributors that he will resume publication at the earliest moment. The Problem Tourney award will be made in first issue.

Yours truly,

STEPHEN TERRY,
Editor of The Checkerist.

BLUE CROSS.

In our last number we asked those who had sent us six months' trial subscriptions to be prompt in sending in renewals. A good many have responded, but those who have overlooked this will find their wrappers again marked with a blue cross, as this number completes the first half of our year. All who fail to receive No. 13 will understand it is because their renewals have not been received, for we do not desire to force any one to take the REVIEW.

A CURIOSITY.

Mr. Maize has constructed the following stroke problem:

B., 1, 2*, 9*, 11, 12, 13, 14, 17, 20*, 25, 26, 27. W., 3*, 5*, 6, 7, 8, 10, 16, 18, 19, 23, 31, 32. W. to win.

The solution shows the removal of twenty-two pieces from the board, which is doubtless the longest continuous capturing play extant.

CHECKER CHATTER.

The headquarters of the Chicago Checker Club are in the rear of cigar store, 159 South Clark street. Strangers will be welcome there at any time.

* *

The match for the London Challenge Cup between Messrs. Moriarty, present holder, and Granger, challenger, was won by the challenger after three sittings, with the score: Granger, 2; Moriarty, 1; drawn 5 games.

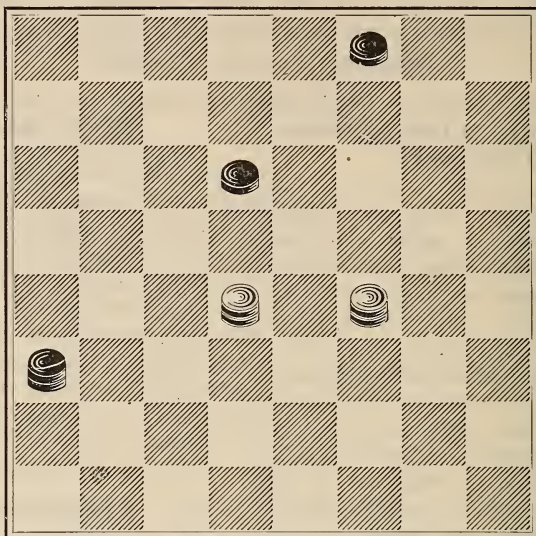
* *

The new names appearing in the problems this time are Messrs. Farrel, Burnett, Slocum, Lyons, Binhardt, Haughey and Martin. They are all very welcome. We hope they will all come again. Our latch-string is always on the outside, gentlemen.

PROBLEM NO. 113.

By W. A. FARRELL, COCHECTON, N. Y.

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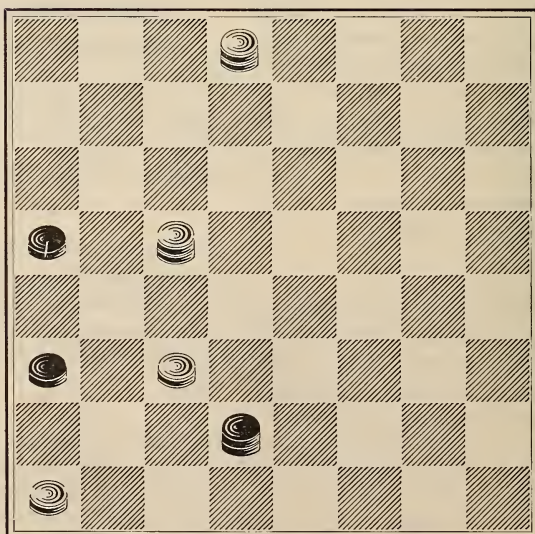


WHITE.

*White to move and draw.***PROBLEM NO. 114.**

By A. E. BURNETT, LYONS, N. Y.

BLACK.



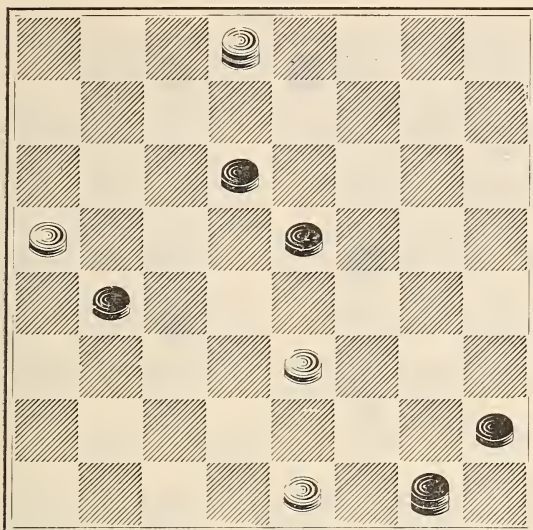
WHITE.

White to move and win.

PROBLEM NO. 115.

BY ANDY SHEEAN, CLEVELAND, OHIO.

BLACK.



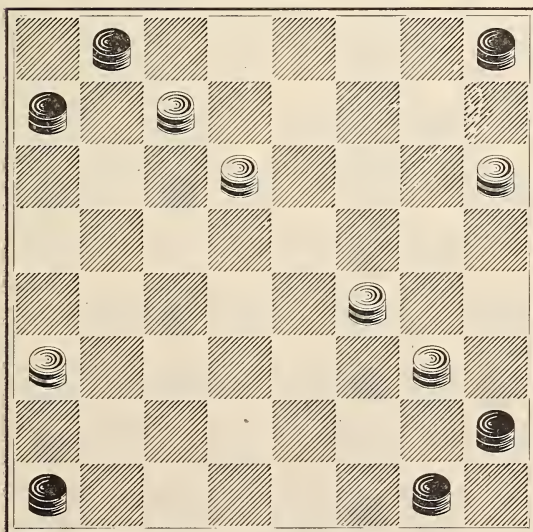
WHITE.

White to move and draw.

PROBLEM NO. 116.

BY M. H. C. WARDELL, DOWNSVILLE, N. Y.

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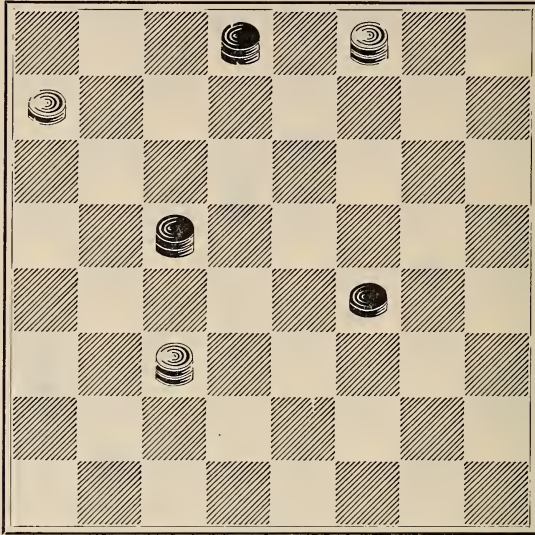
WHITE.

White to move and win.

PROBLEM NO. 117.

BY CHAS. T. DAVIS, ST. PAUL, MINN.

WHITE.



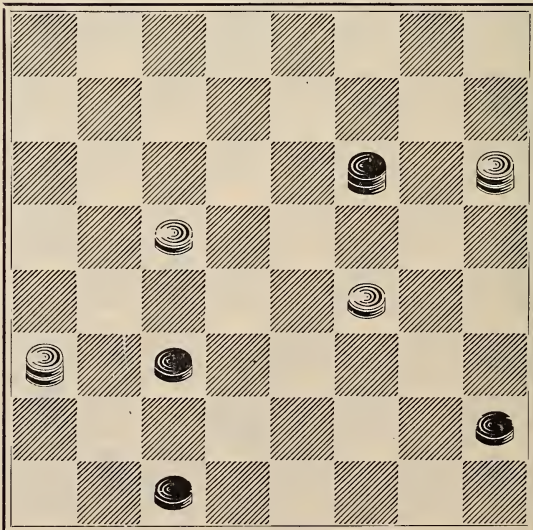
BLACK.

Black to move and win.

PROBLEM NO. 118.

BY G. H. SLOCUM, CHICAGO.

WHITE.



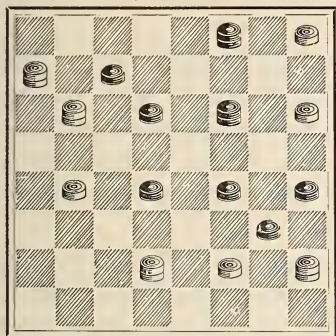
BLACK.

Black to move and win.

PROBLEM NO. 119.

By Richard Lyon, Sunderland, England.

(WHITE.)



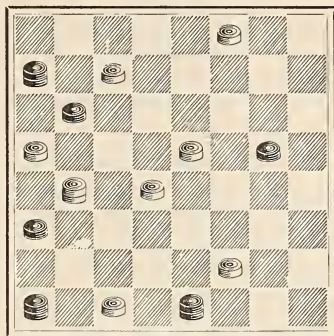
(BLACK.)

Black to move and win.

PROBLEM NO. 120.

By Andy Binhardt, Shaner's Station, Pa.

(BLACK.)



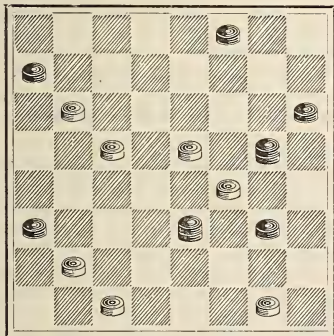
(WHITE.)

White to move and win.

PROBLEM NO. 121.

By Hugh Haughey, Wilmington, Del.

(BLACK.)



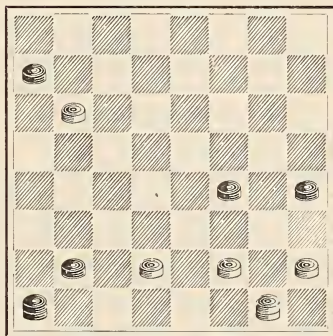
(WHITE.)

White to move and win.

PROBLEM NO. 122

By R. P. Martin, Cromwell, Ia.

(BLACK.)



The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

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J. W. L. MOWATT, Aberdeen, Scotland, agent
for Scotland.

CHICAGO, OCTOBER 1, 1888.

OUR PROBLEMS.

PROBLEM No. 113.—For fear that our readers may think that Mr. Farrell is only a “dialect artist,” and really puzzled about one of the simplest of problems, we hasten to offer one of his fine conceptions. It will certainly afford entertainment to our solvers to discover this beautiful draw.

Problem No. 114.—Mr. Burnett introduces himself to our readers with a fine problem of odd numbers. The idea conveyed in this problem is original and worthy of attention.

Problem No. 115.—Mr. Sheean proposes to prove one of Mr. Calvert’s “Alma” criticisms incorrect. Our Mr. Reed has examined Mr.

Sheean’s play very carefully and pronounces it a very fine problem. We foresee considerable difficulty for those who tackle this “hard nut.”

Problem No. 116.—“The Battle of the Kings.” Mr. Wardell’s effort is in the nature of a curiosity, and our solvers will eagerly examine the movements of the “monarchs.”

Problem No. 117 is another fine conception of the Minnesota problemist. Mr. Davis states that the REVIEW has awakened all his old love for the game, and promises to keep us well supplied with St. Paul puzzlers.

Problem No. 118 is a very clever position by one of our local amateurs. Mr. Slocum gives promise of good problematical results, and the REVIEW is anxious to lend him every assistance.

CHESS AND CHECKERS.

I have not taken any practical interest in the game of checkers for some time, and would not even now write anything pertaining to it, but for the fact that the other evening I was a kind of compulsory listener to a discussion between two parties who had evidently made their “natural selection” of an in-door amusement. The one who spoke for chess had the best of the argument, and dealt his rival debater a sockdolager by avowing that chess was an ocean and checkers was a pond! The chessist did not really stand on more tenable ground than the checkerist, but he was much better posted in the literature of his pastime. Both were strangers to me; and, as matters elsewhere required my attention, I left the wordy warriors to continue or drop the subject, without “putting in my lip.” As the chess man, however, represents a pretty numerous class, perhaps those who hold similar views, after reading the following, may have their prejudices toned down to the degree of entertaining a modicum of respect, at least, for the despised but nevertheless “grand old game” that requires its forces to be deployed on the same old battlefield—the *Dambrod*, as the Scotch term it—as its more showy rival. Checkers can legitimately lay claim to antiquity, universality, and inexhaustibility, but if any one doubts the latter attribute, and declines to play the game because he supposes himself in possession of a

super-abundance of mental fathom-line, why let him pay it out into the *ocean* of chess to test its interminability. Now for a few facts about the little *pond* of checkers:—A once celebrated Western player (Fonville) told me that on a business trip to Philadelphia, on dropping into a barber shop to receive tonsorial attentions, he found that he was in Hull's favorite rendezvous. The proprietor was animatedly discussing the relative merits of chess and checkers with a disputatious devotee of Caissa, who played the latter game also. As Hull was "well up" in both games, he knew whereof he spoke, and proposed to put a checker problem on the board, and show how it should be worked out THREE TIMES. He was in turn to be shown the most difficult chess nut to crack only once! The chess man failed, and Hull succeeded in the solution. In one of the Wyllie-Yates match games a dispute arose as to the result of a certain move. All the best analysts took a tilt at the variation with various results. It was fully nine months before Wyllie would publish with any degree of certainty the ultimatum of his secret cogitations.

Some years since an Ohio player by the name of Brock, who, singular to relate, has never appeared in the checker world since, felt like making a voyage of discovery on the "pond" of checkers, and undertook to tackle a certain variation—the 29-25 move of the "Switcher" opening. He succeeded in making this move a loss for the White men. Every player of note on this side and several on the other side of the water, took a hand in the determination of the question. Wyllie quietly set about finding out the true state of things, and after feeling perfectly satisfied that he might challenge the world on this move, in behalf of the White men, did so, offering to play any one for twenty-five dollars a game, if allowed draws as won games. As the "Switcher" is one of the veteran's favorite openings, none dared accept the *defi*, and it was a pretty generally conceded issue. Wyllie felt secure, but was startled out of his *otium cum dignitate*, by a bold acceptance of his proposition. Martins, the English champion, had also been taking a private peep into the mysterious possibilities of his rival's favorite game, and had made discoveries that warranted him in picking up the gauntlet. Wyllie took another analytical look at the latent uncertainties, and instead of finding that he need have no fear of the result of a meeting, evasively gets out of an immediate encounter by pleading engagements that would occupy his time for several weeks. He seeks to quiet the fears of his monied friends by assuring them that he will attend to Mr. Martins at the first opportunity. In another analytical discussion as to the result of a certain move in a variation of the "Old Fourteenth" opening, it took two years to convince the disputants of the soundness of a certain line of play, although such an able theorist and celebrated practical player as Mr. John Robertson, author of the "Draughts Players' Guide," took a prominent part in it. Again, a young man—A. L. Myers—a clerk in a hotel at Wilmington, Ohio, was fancied and taken along by a traveling artist on account of his great natural skill with the pen and brush. In his professional peregrinations he paid this city a visit. Being a checker player besides, the writer was introduced to and played with him.

He said the beauties of the game captivated and its capabilities fairly astonished him, and he intended to turn eastward and locate in some great checker center, where he could indulge his leisure time in contests with players of note. He fancied Philadelphia. This young aspirant to checker fame certainly filled the measure of his ambition, for he discovered a draw for the Whites in a variation of the "Old Fourteenth" opening that stood in Sturges' work for 75 years as a sure win for the Black men, and so pronounced by every famous player who tested the soundness of the old Quaker's play. Lastly, R. E. Bowen, the popular postmaster of Millbury, Mass., one of the ablest analytical and impromptu players living, gives these interesting figures as to the inexhaustibility of checkers. He says:—"To know how many variations we shall have, we have only to decide how many moves there shall be in a game. The match played between Wyllie and Martins in Glasgow in 1864 seems to be about an average. There were 62 games and 4,000 moves, the average number of moves being a fraction over 64 to a game—suppose we make it 60. I find we shall have the following surprising number of variations:—1,152,921,504,606,846,976. Now to understand more fully the vastness of such a great number, we must compare it to something that presents itself to the mind in a more simple form. If all the people in England and America, 40,000,000 on a side, could play together at the same time, each couple playing one game every ten minutes, ten hours a day, three hundred days a year, it would take them 1,600,279 years to play the above number of games. If the games were printed in a series of books, with the 2,000 variations in each book, they would make 576,460,752,303,422 volumes. If these books were the size of the "American Draught Player," they would build a wall 200 feet wide and 590 high around the world—25,000 miles. If they were piled up in England they would cover its entire territory ten feet deep—50,000 square miles. If distributed among its people each would receive more than 14,000,000 of books; and yet we hear men talk of grinding up all its wrinkles. The game of checkers is far more profound than human knowledge can fathom; its ever-varying positions cannot be solved. The true position will never be written: though one had the brain of an Anderson, the years of a Methusaleh, and the wealth of a nation, he would not unfold a hundredth part."—*D. Carstairs in Turf, Field and Farm.*

[Mr. Fonville, alluded to in the above, was formerly champion of Illinois and had quite a local reputation ten years ago, but the advent of Champion Wyllie brought out new and younger checker blood; his honors were wrested from him, and he is now at Danville, but devotes little if any time to draughts. Brock, the celebrated "Switcher" agitator, disappeared suddenly from the arena of strife, and has not emerged from his hole yet. Both Wyllie and Martins subsequently admitted the 29-25 "Switcher" line to be a draw. Their match resulted—Wyllie, 4 wins; Martins, 1 win; drawn, 15; and John Robertson, in reviewing their play, showed the same to be fully as faulty as any of the analyses which had so long been troubling the various experts. In connection with this controversy we think the play in Games No. 66 and 67 will prove of interest to our readers.—ED.]

GAMES.

This department is under the charge of Mr. Jas. P. Reed. We would deem it a favor if those sending games would add notes on the play. Games should be arranged as printed, in four columns of figures.

Attention is called to the fact that in games an asterisk (*) means the best or only move, but in giving position for solutions it denotes a king.

GAME NO. 66---SWITCHER.

By A. J. Heffner, Boston, Mass.

Many players still remember the remarkable controversy on the 29-25 "Switcher," caused by the claim of "Brock," of Ohio, who disappeared so suddenly and effectually. His claims occasioned the greatest controversy ever known in draughts. Players and analysts all over America and Great Britain united in the contest. The *Glasgow Weekly Herald* gave almost nothing but "Switcher" for an entire year. At last the late R. E. Bowen offered a prize of \$5 for the *first incontestible White draw*, and after the great Wyllie v. Martins "Switcher" match, Mr. Bowen awarded the prize to Mr. Wyllie for variation 3 of his "Switcher" book. Mr. Heffner immediately claimed the prize on the ground of *first publication*, and was awarded a second prize of \$5. Mr. Bowen also gave Mr. Heffer credit for the draw previous to Mr. Wyllie, and upon inquiry for the play, as Mr. Heffer did not possess Mr. Wyllie's book, he sent the following game and sad letter, which was doubtless one of the last written by the great analyst and compiler:

MILBURY, WORCESTER CO., MASS.,
May 10, 1881. }

DEAR HEFTER:—Yours of March 26 came duly to hand. I was busy then on Lyman's book, but have it all indexed now. The game you published in the *Globe* Oct. 8 and for which I paid Heffner \$5 is as follows:

11-15	13-22	11-16	10-17
21 17	26 17	24 20	9 6
9-13	15-18	7-11	2- 9
25 21	29 25*	28 24	19 15
8-11	18-22*	3- 7	11-18
17 14	25 18	17 13	23 14
10-17	10-15	1- 6	9-18
21 14	24 19	31 27	20 2
6-10	15-22	6-10	17-21
22 17	27 24*	13 9*a	2 6

Drawn.

(a) First published by Heffner in the *Turf* May 23, 1879, then by Heffer in the *Globe*, Oct. 8, 1880, and finally by Wyllie in "Switcher" book, variation 3.

Mr. Bowen continues: I have copied none for a year, and but little for two or three years. It hurts me to sit and write, so I give it up; still I can not let checkers quite alone. The fever is always on, but my health don't permit. Too bad, but so it is. Nature so kind yet so severe! Be good.

BOWEN.

GAME NO. 67—WILL-O'-THE-WISP.

Mr. A. L. Myers has also disappeared from the checker world of late. We have not his play, though corrections of Sturges books are still being found, notwithstanding the many times it has been reviewed. The following one by Mr. Heffer has lately proven of unusual interest:

11-15	16-23	12-16	1- 6 d
23 19	27 18	32 27	21 17
9-13	7-16	3- 7	4- 8
26 23	18 15	15 11	11 4
8-11	10-19	6-10	6-10 a
23 18	24 15	27 23	
11-16	16-19	10-15	
18 11	30 26	23 18	

(a) Sturges leaves the game here as drawn, but Mr. Heffer continued the play as follows:

18 11	5-30	11 18	23-27
2- 6	4 8	26-17	18 23
11 2	30-23	31 27*	27-32
10-15 b	8 11	19-23	24 20
2 9	23-26	27 24	W. wins.

(b) Mr. John Davidson, of Wick, tried to restore the draw here by:

16-20*	30-25	26-17	20-27
2 9	29 22	11 7	31 24
5-30	26-30	17-22	15-11
26 23*	4 8 c	7 14	24 19
19-26	30-26	22-15	11- 8
22 18	8 11	28 24	Drawn.

(c) But several critics came to Mr. Heffer's assistance with:

28 24*	31 24	24 19	18 14
20-27	30-26	26-17	W. wins.

(d) Mr. Lees, Ochiltree, here restored the draw, making a second correction of Sturges:

5- 9	10-17	15-29	25-30
21 17	21 14	6 1	26 22
7-10	16-20	29-25	24-27
25 21	29 25	14 10	31 15
1- 5	13-17	20-24	4- 8
17 14	22 6	10 7	Drawn.

Regarding Mr. Bowen's figures we can only add that they are immense! marvelous! "Who'd 'a tho't it?"

GAME NO. 68--FIFE.

From the *Draughts Players' Weekly Magazine*, as played at the opening of the Pollokshaws Central Draughts Club, between Messrs R. Home and H. Cranston.

CRANSTON'S MOVE.

11-15	6-13	11-18	9-18
23 19	29 25	23 14	21 14
9-14	8-11	10-17	3- 8
22 17	25 22	21 14	15 10
5- 9	11-15	1- 5	7-11
26 23	32 28	31 26	10 7
9-13	15-24	2- 6	11-15
24 20	28 19	30 25	27 24
15-24	4- 8	13-17 a	8-11
28 19	22 18	25 21	7 2
13-22	8-11	6- 9 b	12-16
25 9	18 15	19 15	2 7

W. wins.

(a) 6-10 and Blacks for choice.—*R. Home*. We suggest the following continuation:

25 21	20 11	14 7	6 2
10-17	21-25	26-22	15-10
21 14	26 22	17 13	27 24
13-17	25-30	22-18	10-15
19 15	22 17	7 2	24 20
17-21	30-26	18-15	15-11
15 11	11 7	2 6	2 6
7-16	3-10	12-16	Drawn.

Martins and Strickland.

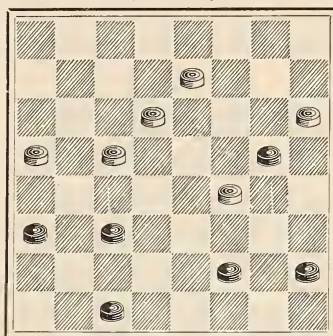
(b) There being no hope after this move, Mr. J. Lees, Jr., Ochiltree, offered the following substitute:

7-11	17-22	26-31	7-11
27 24 c	21 17	15 8	8 3
3- 7	22-26	31-26	17-21
26 23	17 13	24 19	3 8
6-10	10-17	26-22	12-16
23 18	19 15	18 14	Drawn.

(c) This draw is quite pretty, but Mr.

Lees wished to prove it the *only* move to draw, and stated that if 27 23 were taken, Black could win as follows:

(WHITE.)



(BLACK.)

5- 9	5 1	26-22	6 2 d
14 5	27-31	6 9	14-10
6- 9	26 23	22-17	2 7 e
21-14	31-26	9 6	
9-27	1 5	17-14	B. wins.

(d) The position is now exactly like the first diagram in Souter Game No. 37. It is certainly a remarkable coincidence, and we desire to thank Mr. D. L. Gorton, of Iowa City, Iowa, for drawing our attention to the same.

(e) Mr. Stephen Terry saw the error here and in his excellent little weekly showed both of the pretty endings we illustrated in Game No. 37. It will be a surprise to Mr. Sheean, with whom the endings are original, to learn that Mr. Terry had anticipated him.

GAME NO. 69—BRISTOL.

Contributed to the REVIEW by Frank Dunne, draughts editor of the *Leeds Mercury Supplement*.

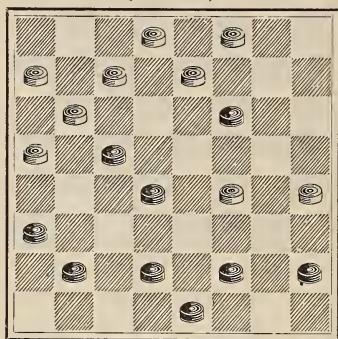
11-16	8-11	1- 5	9-18
24 20	22 17	25 22	30 26 c
16-19	4- 8	14-18	8-11 (7)
23 16	29 25	22 17	17 14
12-19	11-15	18-22	2- 6
22 18	17 13	17 14 a	26 23 d
9-14	8-12	10-17	19-26
18 9	27 24	21 14	31 22
5-14	3- 8	6- 9 b	18-25
25 22	32 27	26 17	27 23

Drawn.—*J. Lees.*

(a) This move has long been considered a loss.

(b) F. Dunne's move to win; 8-11 was the original move for a Black win until Mr. J. Tonar showed a neat and critical draw upon it by the following beautiful play:

(WHITE.)



(BLACK.)

8-11	5-21	22-17	14-18
26 17	26 17	1 6	11 7
19-23	21-25	2- 9	10-14
27 18	17 14	13 6	7 11
15-22	25-30	17-14	14-17
30 26*	14 9	6 2	19 15
11-15 (1)	30-25 (3)	11-15	18-23
24 19	9 5	27 24	15 10
15-24	6-10	15-18	17-21
28 19	31 27	2 7	11 7
7-11 (2)	25-22	18-22	23-18
14 9†	5 1	7 11	7 11

Drawn.—J. Tonar.

†13 9, 6-13, 26 23, 11-15, etc., B. wins.

(1)

22-25	26 23	30-26	27 18
31 27	16-20	19 15	22-25
11-16†	24 19	26-23	14 10
20 11	25-30	15 10	25-30
7-16	23 18	6-22	10 6

Drawn.—Tonar.

†25-30, 26 23, 30-26, 14 10, 7-21, 23 19, etc., drawn.

(2)

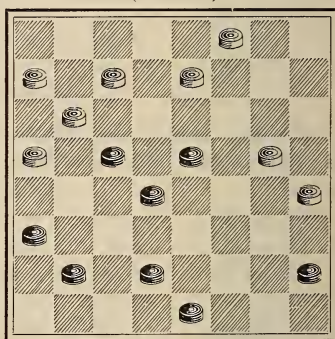
22-25	21-25	15- 8	3- 1
26 22	19 15	23 18	18 14
25-30	25-22	8- 3	1- 6
22 18	15 10	1 6	17 13
30-25	22-15	2- 9	6- 2
31 27	10 1	13 6	13 9
25-21	12-16	7-10	Drawn.
27 23	20 11	14 7	Tonar.

(3)

6-10	10-14	11-15	19-24
31 27	2 6	20 11	6 10
30-26	14-17	12-16	24-27
9 6	6 10	24 20	10 15
2- 9	17-21	16-19	27-31
13 6	10 14	11 7	15 19
26-31	26-23	19-23	23-27
27 24	14 17	7 2	
31-26	23-16	15-19	Drawn.
6 2	17 22	2 6	Tonar.

(c) This draws and corrects F. Dunne, variation 33, "Janvier's Anderson." Janvier, in the *Turf, Field and Farm*, April 30, 1884, credits Freer with the correction. Mr. J. Robertson must not have been aware of this, as he introduces the move in his "Guide," ("Bristol," Part I, variation 323), and gives the result in favor of Black. Mr. Dunne appears to have entirely ignored 30 26 in his analysis, giving 31 26 only, which forms the annexed position, and leads to some interesting end-play, all resulting in Black wins.

(WHITE.)



(BLACK.)

Black to move and win.

18-22	19 15	2- 9	24 19
26 23	7-11	13 6	23-26
19-26	15 10 (4)	18-22	19 15
30 23	30-26	6 2	26-31
22-25	23 19	16-19	2 7
17 14	26-23	24 15	31-27
15-18	27 24	11-18	7 11
24 19	23-16	28 24 (5)	27-23
25-30	10 6	18-23	B. wins.
			F. Dunne.

(4)

14 10	2 6	10 6	6 10
18-22	9-13	25-30	13- 9
23 18	6 10	6 10	19 16
30-26	25-30	30-25	12-19
27 24	10 14	10 6	10 7
22-25	30-26	25-21	19-23
10 6	14 10	6 10	7 16
2- 9	13-17	21-17	8-12
13 6	10 6	24 19	16 11
26-22	17-21	17-13	17-14
6 2 (6)	6 10	10 6	B. wins.
5- 9	21-25	22-17	<i>Dunne.</i>

(5)

2 6	22-26	7 3	29-25
18-23	7 3	14-17	10 14
6 10	25-22	3 7	25-21
23-26	3 7	17-21	14 10
10 15	26-31	7 10	21-17
23-30	7 10	21-25	10 7
14 10	5- 9	10 14	17-14
30-25	10 7	25-29	7 2
10 7	9-14	14 10	14-18

B. wins.—*Dunne.*

(6)

15 10	7 16	6 2	7 10
22-15	12-19	9-14	27-32
6 1	24 15	2 7	10 7
15- 6	26-23	14-18	32-27
1 10	15 10	7 10	7 10
25-30	23-19	18-23	27-23
10 7	10 6	10 7	B. wins.
30-26	5- 9	23-27	<i>Dunne.</i>

(d) A neat correction of "Robertson's Guide" ("Bristol," Part I, variation 323), put in by Mr. J. Lees, of Dalmellington. This and other variations may be included in Mr. Freer's analysis, alluded to in note "c," but not having seen that play I cannot say. At all events the correction is undoubtedly original to Mr. Lees whether Mr. Freer has a prior claim or not.

(7)

Branching from the thirty-third move of trunk:

7-10 (8)	26 22	12-19	24 6
27 23	19-23§	22 18	2- 9
18-27	20 16	15-22	31 24

Drawn.—*Dunne.*

§2-6, 22 18, etc., drawn.

(8)

2- 6 (9)	27 18	11-15	26 22
20 16	15-22	16 11	30-25
8-11	17 14	7-16	14 10
24 20	22-25	20 11	Drawn.
18-23	31 27	25-30	<i>Dunne.</i>
6-10, 24 20, 19-24, 23 19, 15-24, 26 23, etc., drawn.			

(9)

18-22	25-30 (10)	7-16	27-23
20 16	27 24	20 4	17 14
22-25¶	30-23	23-27	15-18
24 20	16 11	24 20	20 16

Drawn.—*Dunne.*

¶ 8-11, 17 14, etc., drawn.

(10)

7-10†	25-30 (11)	19-26	12-19
27 24	26 23	31 22	22 18

Drawn.—*Dunne.*

†15-18, 26 22, etc., drawn.

(11)

8-11	31 27	19-23	18 14
16 7	25-30	27 18	W. wins.
2-11	26 22	30-25	<i>Dunne.</i>

GAME NO. 70.—GLASGOW.

Played in a correspondence match between T. C. Hamilton, of Kelly's Island, Ohio, and R. S. Stewart, Henderson, Iowa.

MR. HAMILTON'S MOVE.

11-15	16-19	8-11	24-28
23 19	25 22	21 17	30 26
8-11	4- 8	19-23	28-32
22 17	29 25	26 19	7 2
11-16 (1)	19-24	10-15	32-28
24 20	17 14	19 10	20 16
16-23	9-18	2- 6	12-19
27 11	22 15	28 19	2 6
7-16	10-19	6-24	1-10
20 11	32 28	17 14	26 23
3- 7	6-10	11-15	18-27
28 24	25 22	18 11	31 6
7-16	5- 9	9-18	
24 20	22 18	11 7	Drawn.

(1)

In another game Mr. Hamilton varied as follows:

9-14	5- 9	12-19	20-24
25 22	17 13	23 16	8 3
11-16	4- 8	24-28	24-20
24 20	22 17	26 23	31 26
16-23	19-24	28-32	20-24
27 11	26 23	25 22	26 22
7-16	8-11	32-28	7-11
20 11	30 26	23 19	15 8
3- 7	2- 7	14-18*	24 15
28 24	32 28	22 15	8 4
7-16	11-15	28-24	15-11
24 20	28 19	16 12	3 8
16-19	15-24	24-20	11-16
29 25	20 16*	12 8	Drawn.

GAME NO. 71.—WILL-O'-THE-WISP.

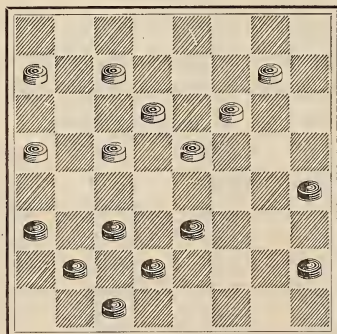
Played by correspondence between the same players as Game No. 70.

MR. STEWART'S MOVE.

11-15	5-14	14-17	2- 7 <i>a</i>
23 19	29 25	21 14	32 27 <i>b</i>
9-13	8-11	10-17	1- 5
22 18	25 22	26 22	30 25
15-22	6-10	17-26	
25 18	27 23	31 22	
10-14	4- 8	7-10	
18 9	22 18	24 20	

and we have this problem:

(WHITE.)



(BLACK.)

Black to move and draw.

10-15	5-14	14-17*	3-26
19 10	25 21	21 14	27 23
7-14	12-16*	16-19*	
18 9	28 24	23 7	Drawn.

(*a*) A clerical error; 2-6 is the proper move.

(*b*) 30 25*, 1-5, 25 21 wins for White.

GAME NO. 72.—WHILTER.

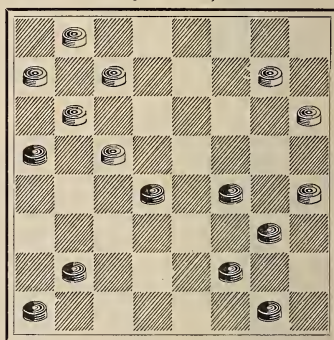
Played by correspondence between the same players as Game No. 70.

MR. STEWART'S MOVE.

11-15	26 23	16-20	22 15
23 19	3- 8	19 16	10-26
9-14	25 22	12-19	30 23
22 17	11-16	23 7	11-15
5- 9	29 25	2-11	23 19 <i>a</i>
17 13	7-11	26 23	
8-11	31 26	15-18	

(*a*) This move is probably original with Mr. Hamilton. It gives a very interesting ending, which was captured by Mr. Stewart as follows:

(WHITE.)



(BLACK.)

8-12*	17 13	11-16	21 17
19 10	15-18*	6 2	31-27
6-15	13 9	16-23	16 11
13 6	18-23	2 7	12-16
1-10	27 18	10-15	11 8
25 22	14-23	7 11	27-31
4- 8	24 19	15-19	8 12
22 17	23-26	11 16	23-26
8-11	9 6	26-31	Stewart won.

Owing to the vast quantity of games and other matter which it was thought most desirable to publish as soon as possible, we have been forced to defer the publishing of solutions to problems until the next issue.

American Checker Review,

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, OCT. 12, 1888.

No. 13.

THE LATE WM. STRICKLAND.

IN MEMORIAM.

Bring immortelles and laurel
To wreath about his brow;
Pay the last tribute of respect
To the fallen hero now.

No more his friends will meet him
In magic blindfold play,
For the gallant, matchless Strickland,
Has passed from earth away.

Well may Britannia weep
And chant a mournful lay;
To her a noble son is lost
This sad October day.

E'en on this side the ocean
Sound many a sad refrain,
And loving sympathy we send
Across the stormy main.

There's none his place to fill;
He stood without a peer:
And ever in the checker world
His name we will revere.
—John T. Hennigan, in the *Boston Globe*.

It is just about a year since the draught world was startled and pained to hear of the death of its most remarkable and versatile genius, William Strickland. He began playing at the age of 16, and soon displayed a wonderful aptitude for the intricacies of our noble game. As a critic, analyst and author, he achieved considerable fame, and his books are even now in constant demand. His cross-board play was of a very high order—his score in the celebrated international contest against Scotland's great representatives being:

Strickland	0	Adamson	...0	Drawn	6
"	0	Martins1	Drawn	5
"	1	Bryden0	Drawn	5

Considering the high character of his opponents, this was the finest score on the English side.

As a problemist he ranked among the very finest—his productions showing great originality and remarkable intricacy. But it was as a blindfold player of simultaneous games that he acquired world-wide fame. We quote as follows from the *Leeds Mercury* of December 12, 1884:

"The following particulars of Mr. Strickland's recent tour in the north of England

and Scotland will prove of interest. Starting on the 4th of October, he visited between twenty and thirty towns. He met almost everywhere with hearty and enthusiastic receptions, and the local papers generally gave full and interesting reports of his exhibitions, employing the highest terms of praise, especially in alluding to his wonderful powers of memory in *repeating both forward and backward the movements of the games played*. His exhibitions gave the greatest satisfaction to the attendant spectators, both players and non-players all being surprised at the ease with which he goes through his remarkable feat, and the keen insight he has of the positions of the pieces on each of the six boards. Should he determine to again visit Scotland, the *Glasgow Herald* assures him beforehand of a most hearty reception from friends both 'old and new.' Of 29 blindfold exhibitions, making a total of 193 games, Mr. Strickland has won 122, lost 19 only, and 42 have been drawn. He has also played an immense number of cross-board games, winning the great majority of them."

Mr. Strickland further astonished the Old World players by gradually increasing the number of games until he fairly astounded even his most ardent admirers by contesting *twenty simultaneous blindfold games* with the best players of Leeds and its district. The score resulted:—Strickland won 7, lost 6, drew 7. About this time he contracted a cold, which became of a chronic bronchial nature, and ultimately caused his early death.

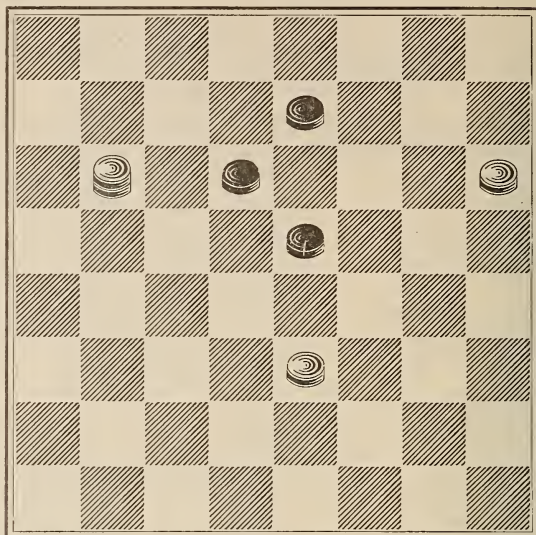
PRIZE AWARD.

Mr. Reed informs us that Mr. Charles T. Davis, of St. Paul, captures the prize for the best solution to problem No. 91. We regret that our co-editor did not enclose the solution.

PROBLEM NO. 123.

By JAS. P. REED, PITTSBURGH, PA.

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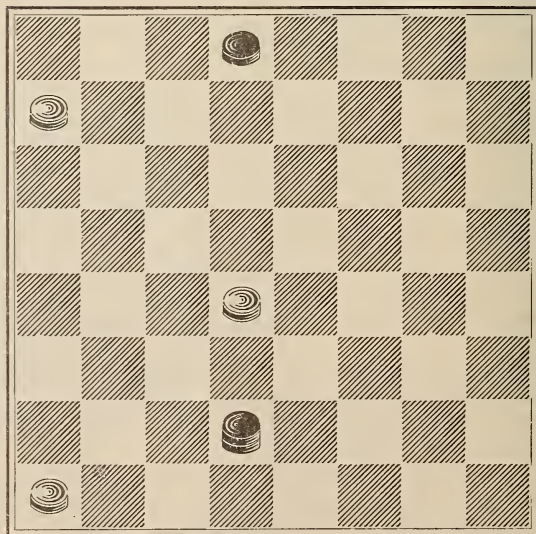
WHITE.

White to move and win.

PROBLEM NO. 124.

By O. H. RICHMOND, GRAND RAPIDS, MICH.

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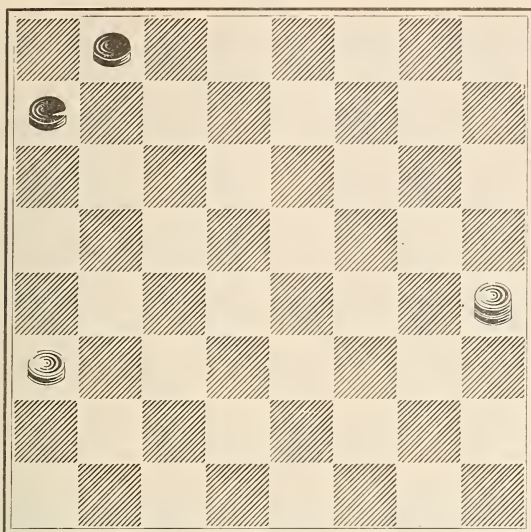
WHITE.

White to move and win.

PROBLEM NO. 125.

BY DR. W. B. BANKS, DETROIT, MICH.

WHITE.



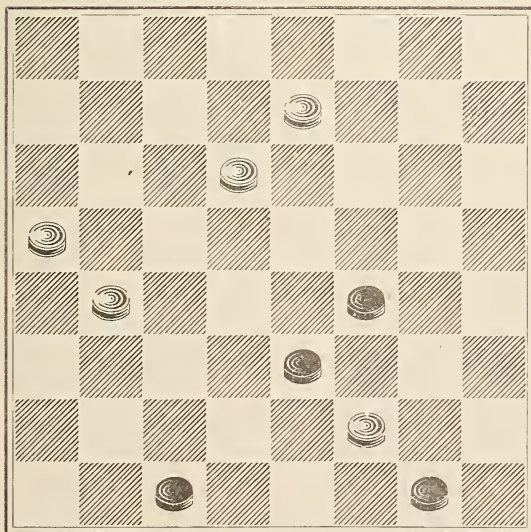
BLACK.

Black to move and White to win.

PROBLEM NO. 126.

BY L. M. STEARNS, DERRY DEPOT, N. H.

WHITE.



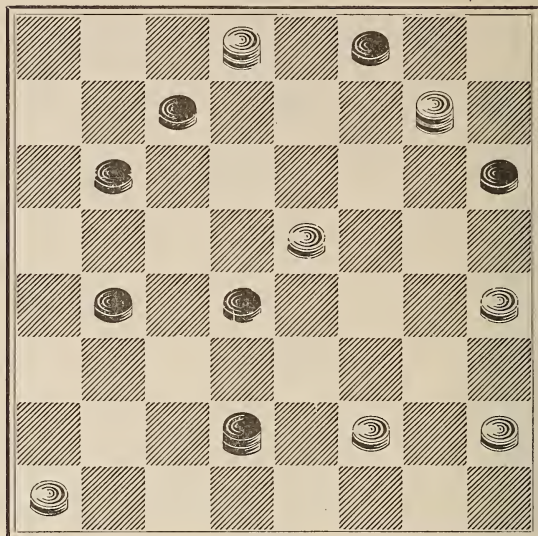
BLACK.

Black to move and draw.

PROBLEM NO. 127.

By L. B. STARKWEATHER, CHICAGO, ILL.

BLACK.



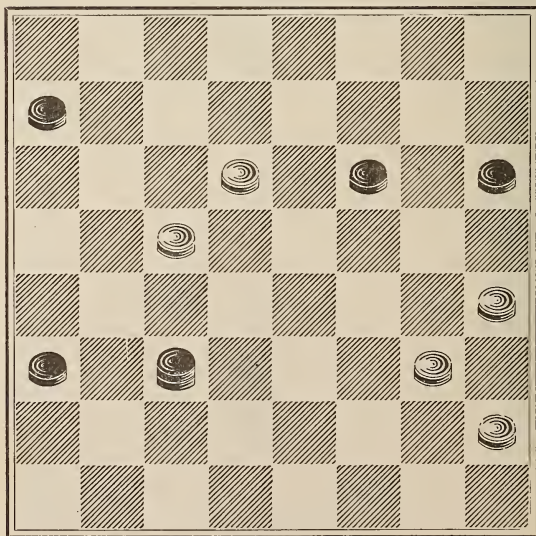
WHITE.

White to move and win.

PROBLEM NO. 128.

By J. A. FOWLER, NEW YORK CITY.

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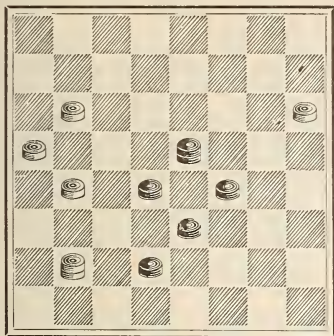
WHITE.

White to move and draw.

PROBLEM NO. 129.

By Chas. Hefter, Problem Editor.

(WHITE.)



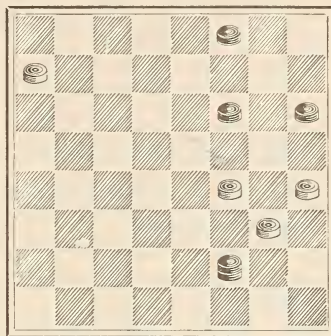
(BLACK.)

Black to move and win.

PROBLEM NO. 130.

F. Wolf, Syracuse, N. Y.

(BLACK.)



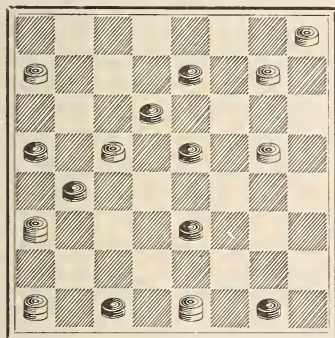
(WHITE.)

White to move and draw.

PROBLEM NO. 131.

W. T. Kerr, Pittsburgh, Pa.

(WHITE.)



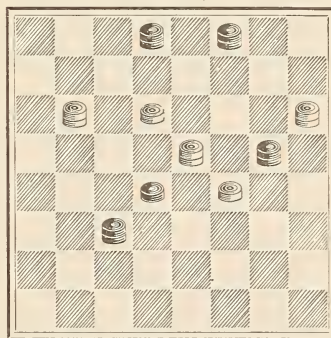
(BLACK.)

Black to move and win.

PROBLEM NO. 132

By R. P. Martin, Cromwell, Ia.

(BLACK.)



(WHITE.)

White to move and win.

At the commencement of a game, the black men occupy the squares numbered from 1 to 12, and the white 21 to 32. *Black always moves first.*

PROBLEMS FOR BEGINNERS AND STUDENTS.

No. 127 is hardly original. Mr. Hefter won it from Mr. Irwin, of Boston, recently in a Bristol ending.

No. 130, by F. Wolf, is quite practical, and frequently occurs in

cross-board play.

No. 131 is a very pretty stroke. Mr. Kerr actually won it in cross-board play from Mr. T. S. Gillespie.

No. 132, by R. P. Martin, should not prove difficult for the REVIEW solvers.

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

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FOREIGN AGENTS.

JAMES SMITH, Spennymoor, England, agent
or England.

J. W. L. MOWATT, Aberdeen, Scotland, agent
for Scotland.

CHICAGO, OCTOBER 12, 1888.

OUR PROBLEMS.

PROBLEM No. 123, by Mr. Reed, is a very deceptive one. The fact that it was contributed as a draw by one of our keenest analysts should commend it to our solvers' attention.

Problem No. 124 is one of Mr. Richmond's prettiest little efforts, and will prove interesting.

Problem No. 125, by Dr. Banks, is very fine. This style of problem is most likely to be faulty. Can any one catch the Doctor?

Problem No. 126 is by the talented New Hampshire champion, whose efforts are always prized by those who delight in solving neat problems.

Problem No. 127 occurred in play with Percy Bradt. The win

is exceedingly pretty, though Mr. Starkweather made an unfortunate slip in actual play, allowing his shrewd opponent to get through with a draw.

Problem No. 128, by Mr. J. A. Fowler, is a very practical position, occurring in actual play.

Problems Nos. 124, 125, 126, 128, 130, 131 and 132 are entered in competition for prizes.

IS IT AN END GAME?

After quoting our article in No. 10 on the subject, the draughts editor of the Leeds *Mercury* continues:

Whilst quite agreeing with our brother editor that an end game should be what its name implies, we beg to oppose his conclusions regarding the impracticability of the position quoted. We have seen many curious positions deduced from actual play which have seemed at first sight to be quite impracticable, and we think this is quite likely to be one of a similar nature. In support of our contention, we beg to direct friend Hefter's attention to the following position, and ask him—Is it not possible for it to occur in actual play? Black, 3, 5, 7*, 14, 19, 23, 26. White, 4*, 6*, 13, 16, 21, 29*, 30. White to move. Suppose now that the game is continued as follows: 6 10, 5-9, 13 6, 14-17, 21 14, 7-2, 4 8, 2-18, and we have the identical position first quoted! It may be objected that the play has not been correct on either side, but we do not see that that bears upon the point in dispute; and indeed so long as the game is practiced, incorrect play will be co-existent with it.

Mr. Maize also writes us in a similar strain, and actually produced the ending from play, though the moves leading thereto were, to quote his own language, "the *most ridiculous*, if not the most remarkable, I have ever made;" and we therefore deem it just as well to omit them.

GAME NO. 62.

Mr. W. C. Belden writes: "In Var. 3rd, fifth move, the position is: B., 5, 12, 15*, 22*. W., 7, 10, 13, 14. For 7 2, play 14 9 and draw." We wish to apologize to Mr. Tescheleit for having unfortunately misplaced his play, and given our own solution to Problem No. 74, thereby allowing the above draw. At the fourth move, for 19-15, play—

22 17	2 6	5-14	9-14
7 2	15-11	6 9	11- 7*
19-15	14 9 (1)	14-18	B. wins.

(1)

6 2	12-16	13 9	17-13
			B. wins.

Mr. Dunne will please credit Mr. Tescheleit with a perfect solution.

KANSAS AGAIN, A LA "BROGAN."

"Tis said old things are better than new; In many cases it may prove true, But, with Reed and Hefter the helm to hold,

The REVIEW will distance anything old.
Tra la la, tra la la la."

PROBLEM NO. 78.

Mr. Chas. T. Davis writes: "At the ninth move of Mr. Linton's play on page 127, the position is: B., 5, 13, 28*. W., 21, 23*, 32*. For 28-24, which loses, play 5-9*, 32 27, 9-14, 27 31, 28-24. Drawn.

CHECKER CHATTER.

R. H. Walton, Walnut, Texas, writes that he would like to play a few correspondence games with some one in that or the adjoining States. Will any of our readers accommodate him?

We have not heard anything re-

cently regarding Frank Dunne's forthcoming work on draughts. We have received numerous inquiries about it, and hope to be able to announce its early appearance.

J. H. Irwin of Boston, W. Reese of Emporia, Kansas, and Percy Bradt of Omro, Wis., were visitors at headquarters recently. The principal scores were:

Bradt...2	Irwin.....0	Drawn....3
Bradt....1	Starkweather.1	Drawn....1
Irwin...2	Hefter.....6	Drawn....6
Reese...1	Hefter... ..0	Drawn....4
Reese...0	Denver.....3	Drawn....9

Messrs. Reese, Irwin and Starkweather played a good many games with about even honors. Mr. Hefter visited headquarters frequently, but failed to see the Wisconsin champion.

In speaking of the international draughts match, the Leeds *Mercury* says: The contest has been arranged, we learn from Champion Smith, to come off in the Spennymoor Town Hall, and, as an honorable recognition of the importance of the event, Dr. J. O'Hanlon, one of Spennymoor's most respected townsmen, will present to the winner a piece of plate, suitably inscribed, of the value of five guineas. A New York correspondent, writing of the event, says: "The next excitement among players, I suppose, is the Smith-Barker match, and from the variety of play demanded, it will be peculiarly interesting. It will be close play. Both are able, and I suppose each countryman will think his man will win. Of course I so think, but shall not be disappointed if Barker is a loser."

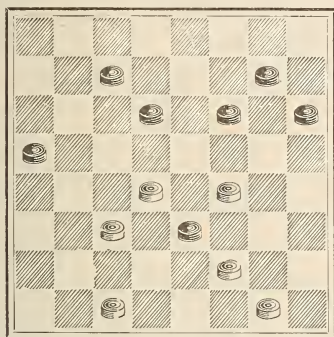
fear of play still undiscovered, moved as follows:

24 20	5-23	20 11	2- 6
18-22	27 18	7-23	31 27
25 18	3- 8	28 24	4- 8†
6-10	26 22†	8-11	
14 9	11-16	24 19	

†Many critics pronounce this the losing move and claim a draw for 19 15.

†Martins should have won here by 6-9, but 4-8 permitted Barker to score the following fine draw:

(BLACK.)



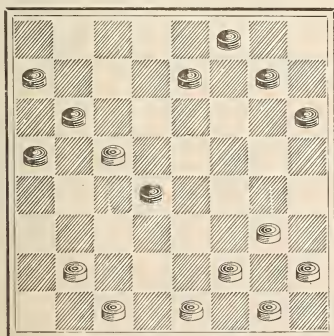
(WHITE.)

White to move and draw.

19 15*	27 18	18 15	25 21
10-19	8-12	11-18	17-22
18 14	30 25*	22 15	21 17
12-16	19-23	13-17	Drawn.

(c) The books also give 11-16 here, which loses, but Mr. Harry Stevens, of Emporia, Kas., who has devoted unusual study to this game, proposes another variation: 6-10, 15 6, 2-9, 22 15, 11-18, giving the following position:

(BLACK.)



(WHITE.)

Drummond now gives 24 19, 13-17, 31 26, 17-22, etc., W. wins, but Mr. Stevens does not deem it the best play, and requests

our readers to assist him in establishing the draw.

(d) Mr. Janvier thinks 30 26 a sure win and preferable to 31 26. Mr. Reed, however, thinks it only draws, but neither expert has given any play to support their opinions.

(e) In Game No. 19, Mr. Stevens proposed to dispel the darkness of forty years and lighten Blacks' pathway to the following beautiful draw:

6-10	3-10	15 19*	9 14
15 6	20 16	3 7	25 22
2- 9	14-18	5- 9*	14-17*
22 15	16 12	7 11	21 14
9-18 <i>f</i>	8-11	16-20	30-25
15 10 <i>g</i>	12 8	30 25	22 18
7-14	10-15	18-23*	25-22
27 23	25 21	11 16	14 9
18-27	11-16*	23-30	
32 7	8 3	16 23	Drawn.

(f) Mr. Stevens, having subsequent cause to doubt the soundness of this move, varied with 11-18, and offered a prize of \$2.83 for the best analysis. We are awaiting notice of award from Mr. Maize.

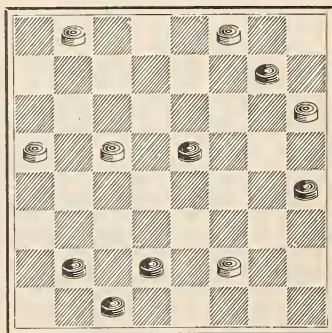
(g) Best; 20 16, 26 22, 27 23, or 26 23 would allow easy draws, says Mr. Stevens, but for Mr. Hodgson, draughts editor of the Leeds *Express*, whose most excellent column should reach every lover of good draughts, the light fails here and he stumbles into this pitfall:

26 22 <i>h</i>	24 19	27 9	6 2
19-23	9-14	11-18	7-10
28 24	25 21	9 6	2 7
5- 9	18-25	8-12 <i>i</i>	W. wins.

(h) Several correspondents write: "The light is merely smoldering."

(i) "The light is bright once more;" the position is:

(WHITE.)



(BLACK.)

Black to move and draw.

18-23 <i>j</i>	11-18	22-26	26-31
6 2	2 11	20 16	
8-11	18-22	25-29	
19 15 (1)	11 15	16 11	Drawn.

(1)

2 6	7-14	9 14	29-25
11-15	6 9	25-29	16 11
19 10	14-18	20 16	25 22
			Drawn.

(*j*) Mr. Fred Omelay, Hudson, Mich., was first in the field with this draw.

GAME NO. 75.—SWITCHER.

By Wm. Taylor, Dundee, Scotland.

11-15	8-15	4- 8 (22)	9-13
21 17	23 18	29 25*	7 2
9-13	1- 5	8-11 (18)	15-18
25 21	18 11	27 24*	2 7*
5- 9	7-16	11-15 (14)	30-26
23 18	22 18	24 20*	7 11
12-16	13-22	19-23 { 6	18-23
18 11	26 17	17 13*	11 15
8-15	9-14	10-14	23-27
27 23	18 9	13 6	28 24
16-20	6-22	2- 9	27-32
23 18	30 26	20 16	24 20
20-27	5- 9	23-26	26-23
32 23	26 17	16 11	20 16 (1)
3- 8	16-19	26-30	32-27
18 11	31 27* <i>a</i>	11 7	16 11

(*a*) Solution to Problem No. 106. Mr. Taylor claims no credit for the play leading to the problem, which has been previously given by Mr. Robertson, of Perth, in a foreign publication, and continued for a Black win.

(1)

15 18	32-27 (4)	3 8*	6- 1
13-17	16 11	5- 9	13 9
18 9	27-23	8 12 (2)	11-15
17-22	11 7	15-11	12 16
25 18	23-18	21 17	15-18
23- 5	7 3 (3)	9- 6	16 19
20 16 { ^b ₅	18-15	17 13	Drawn.

(*b*) Solution to Problem No. 107.

(2)

8 4	21 17	17 13	
15-11	11-15	15-10	B. wins.

(3)

7 2	18-15	21 17	9-14
5- 9	7 3	11-15	
2 7	15-11	3 8	B. wins.

(4)

32-28 <i>c</i>	28-24* <i>d</i>	19-15	18-14
21 17	16 11	11 8	9 5
5- 1	24-19*	15-18	14-10
17 13 <i>c</i>	13 9	8 3	B. wins.

(*c*) Mr. Taylor omitted the moves leading to Problems No. 108 and we have inserted these, trusting that they are what the author intended.

(*d*) Solution to Problem No. 108.

(5)

11 17	16 11	11 7	3 7
5- 9	27-23	23-18	6- 1
20 16	17 13	7 3	
32-27	9- 6	18-14	B. wins.

(6)

19-24	13 6	24-27	2 6
28 19	2- 9	11 7	14-18
15-24	20 16	27-31	6 10
17 13	9-13	7 2	26-23
10-14	16 11	31-26	10 15
			Drawn.

(7)

9-14	8 3	22-29	15 10
20 16	15-18	28 24	18-23
19-23	3 8	18-22 { 8	10 26
16 11	31-26	24 19 { 9	23-30
23-27	8 11	14-18	19 15
11 8	26-22	11 15	29-25
27-31	17 13 <i>e</i>	10-14	15 10
			Drawn.

(*e*) Solution to Problem No. 109.

(8)

10-15	16 19	29-25	10 26
11 16	15-18	15 10	30-23
18-22	19 15	25-30	13 9
			Drawn.

(9)

29-25	22-26	23-16	11-15
24 19	11 15	6 10	9 6
25-22	26-23	16-11	2- 9
13 9 (10)	15 6	10 17	17 14
			Drawn.

(10)

11 15	19 16 (11)	12 8	3 7
2- 6 <i>f</i>	22-18	23-27	6- 9
15 11	16 12	8 3	13 6
18-23	10-15	27-32	B. wins.

(f) This solves Problem No. 110.

(11)

11 7	7 2 {	12 2 9	
22-18	23-27 {	13 18-23	B. wins.

(12)

19 16	13 6	7 14	21 14
6- 9	14-17	18- 2	2- 6
			B. wins.

(13)

7 11	6- 9	19 10	18-11
23-27	13 6	14-17	
11 7	10-15	21 14	B. wins.

(14)

19-23	22 18	27-23	3 8
17 13	26-31	14 10	18-23
23-26 (15)	18 14	23-19	8 12
13 6	10-17	10 7	23-27
2- 9	21 14	11-15	20 16
25 22	31-27	7 3	
9-13	24 20	15-18	Drawn.

(15)

10-15	15-24	26-31	27-24
13 6	28 19	25 22	19 16
2- 9	23-26	31-27 <i>i</i>	11-20
24 19 <i>g</i>	21 17 {	16 22 18	17 13
			Drawn.

(g) 25 22 also draws.*(h)* This solves Problem No. 111.*(i)* If 31 26, 17 13* draws.

(16)

25 22	30-26*	22-13	
26-30* <i>j</i>	21 17 (17)	15 8	
22 18	19-15	9-14	B. wins.

(j) This solves Problem No. 112.

(17)

19 15	21 17	17 14	
11-16*	26-23	23-19	B. wins.

(18)

8-12	13 6	19-23	24 19
17 13	2- 9	25 22	
10-15	27 24* {	19 9-13	Drawn.
		20	

(19)

21 17	27 24	25 22	
12-16*	9-13*	16-20	B. wins.

(20)

25 22	18 11	3 8	16 20
12-16	9-13	19-23	31-26
27 24	11 7	8 11	28 24
16-20	27-32	23-26	26-22
22 18	7 3 (21)	11 16	24 19
20-27	32-27	26-31	22-18
			B. wins.

(21)

7 2	6 9	14 18	15 19
32-27	23-26	30-25*	22-26
2 6	9 14	18 15	
19-23	26-30*	25-22	B. wins.

(22)

10-15	19-23	26-31	14-17
17 13	21 17	9 6	2 6
4- 8	23-26	31-27	17-21
13 6	17 13	24 20	6 10
2- 9	9-14	8-12	15-19
27 24	3 9	6 2	Drawn.

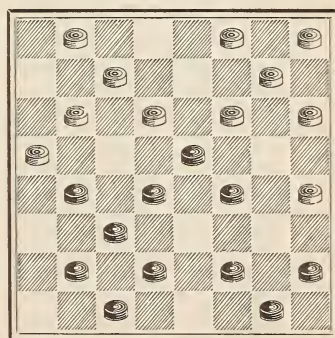
GAME NO. 76. --- OLD FOUR-TEENTH.

By L. Bradley, Greenfield, Ohio.

11-15	17 13	10-15	31 26
23 19	15-18	19 10	12-16
8-11	24 20	6-15	26 22
22 17	9-14	28 24	
4- 8	26 23	2- 6	

and we have the following position from "McCarrick's Lessons."

(WHITE.)



(BLACK.)

Mr. Jasper F. Smith continues as follows:

7-10	{ a	5-9	16-23	11-20
22 17		23 19	20 16	25 22

W. wins.

(1)

16-19	24 19	12-19	30 26
23 16	15-31	32 28	
8-12	22 8	3-12	W. wins.

(a) But won't this draw?

6-9	24 19	5-14	29 25
13 6	15-31	20 16	26-31
1-10	22 6	11-20	25 22
30 26	31-22	2 11	14-18
16-19	25 9	19-23	22 17
23 16	12-19	11 15	18-23
8-12	6 2	23-26	Drawn.

Solutions.

No. 101, by Chas. N. Gaffney.

B., 13*, 15, 25. W., 22*, 28, 29*.			B. to win.
25-30	25-22	15-18	17-21*
28 24	26 17	20 16	25 30
30-25	13-22	22-17*	18-22
22 26	24 20	29 25	B. wins.

No. 102, by L. M. Stearns.

B., 1, 11, 15, 17.	W., 20, 23, 26, 31.	W. to win
26 22	17 13	6 2 10 19
17-26	10-14	22-26 27-18
31 22	13 9	2 6* 19 15
1- 6	14-17	26-31
22 17	9 6	6 10
6-10	17-22	31-27 W. wins.

No. 103 will appear later.

No. 104, by J. F. Avery.

B., 5, 11, 14, 15, 18, 20.		W., 19, 22, 24,	
25, 27, 32.		B. to draw.	
5- 9	30-26	15-19	27-31
19 10	6 9	14 9	9 6
11-15	14-18*	28-24	31-26
10 7	9 14	10 14	25 30
9-13	26-23	19-23	26-22
25 21 (1)	14 10	14 18	6 2
18-25	23-19	24-27	22-18
7 2	27 23	21 17	2 6
25-30	19-28*	13-22	18-14
2 6	23 14	18 25	Drawn.

(1)

7 2	25 21	2 6	6 10
14-17	17-26	26-31	15-19

Drawn.

No. 105, by B. E. Sanderson.

B., 2, 12.		W., 14*, 28.		W. to win.	
14 10*	2- 6	11 15	23-27		
12-16	15 11*	19-23	18 14		
10 15*	16-19	15 18	W. wins.		

No. 106 to 112, see Game 75.

NEW CLUB IN LONDON.

The silent game in London is acquiring quite a large following. The championship matches and the numerous inter-club matches played year after year by the Polytechnic Club have had the effect of stirring up old players and gaining new votaries in all parts of the metropolis. Interest at present appears to concentrate at the seat of the recent championship contests, and there has long been suggestions to form a club. The result has been that a meeting was lately held at the Kiosk, 36 Bow street, Convent Garden, to form a new club. Mr. Birkinshaw was elected to the chair, and after a short discussion it was resolved that the club be called "The London Draughts Club." A small entrance fee will be charged, and a small subscription payable quarterly. The following office-bearers were also elected: President, Mr. J. Hudson; vice-president, Mr. J. Birkinshaw; treasurer, Mr. W. Austin (manager of the Kiosk), hon. secretary, Mr. A. H. Granger (holder of the championship cup); committee, Messrs. Bailey, Chaffers, Freeman, Moriarty (ex-champion), Paton, and F. A. Smith. A special vote of thanks was passed to the directors of the Kiosk Company for the kind offer of their room for the free use of the members—*People's Weekly Journal*.

THE American Checker Review,

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, OCT. 20, 1888.

No. 14.

JAS. P. REED IN NEW YORK AND PROVIDENCE.

Our co-editor made the following scores against the New York players:

Reed.... 3	Schaefer..... 0	Drawn.. 3
" 2	De Freest.... 0	Drawn.. 0
" 1	Brown..... 0	Drawn.. 0
" 2	Maxwell 1	Drawn.. 1
"13	Gallagher, J. 1	Drawn.. 5
"12	Colgan..... 2	Drawn.. 3

Regarding his visit to the Rhode Island capital we clip the following from the *Turf*:

Mr. Reed visited Providence on Friday last, where he expected to stay a week, but he could not induce Mr. Freeman to play even a few friendly games, and so returned to this city the next day. To say that he was disappointed does not express it; he states "he was mad way through," as from what had been expressed through the several checker columns he had not the least doubt but what Mr. Freeman would play with him a few games after he had been to the expense and time of visiting him. He does not hold any title,* neither does Freeman, unless it is the "ex," but he thinks that Freeman is cowardly, and dare not play any one.

However he found others who were not afraid to play him, and with whom he scored:

Reed.... 9	Merry..... 5	Drawn.. 2
" 6	Mulcahy.... 1	Drawn.. 0
"12	Others..... 0	Drawn.. 0

On Mr. Reed's return to this city he played a few more of the resident players, and with whom he made the following scores:

Reed.... 4	Maxwell 0	Drawn.. 4
"80	Others 0	Drawn.. 6

He also played five simultaneous games, and after one hour's play the score stood:

*Jimmie evidently alluded to a title that might serve as an excuse for Freeman's failure to play. The "Pennsylvania Championship" and the "World Blind-fold Championship," we think are undisputed possessions of Mr. Reed. Mr. Merry's very favorable score was occasioned by his opponent's entire lack of attention during play; his thoughts being wholly occupied devising schemes to compel Mr. Freeman to meet him.

Reed 4, and lost 1 game to Mr. Richmond. He left for Pittsburgh on Monday last.

STRICKLAND AND THE BISHOP AUCKLAND "AMATEUR."

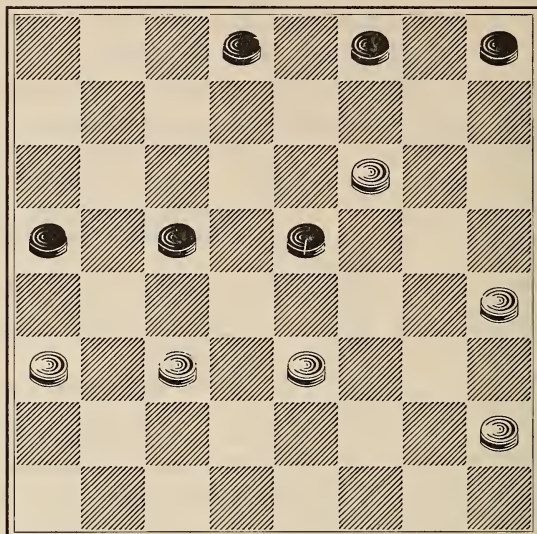
In commenting on the article in No. 9 of the *REVIEW* under this heading, the *Auckland Chronicle* offers the following correction:

"Our contemporary is mistaken. Mr. Webster was not in England until three or four months later, when he came from Edinburgh to Spennymoor at Christmas to be present at the Smith v. Jackson match for the championship. He never was in Bishop Auckland. Neither could he cope with Strickland in the game, as events proved. During the progress of the match for the championship Webster was boasting of his skill. Strickland was present and a match of six games was soon arranged, in which Webster was thoroughly defeated, and returned to Edinburgh next day. The "Auckland Amateur" was well known to Strickland; in fact, during his visit to Bishop Auckland they were seldom separate. On the evening when the occurrence took place there were a few—not more, we believe, than half-a-dozen—players present with Strickland, in Mr. Craig's Cocoa Rooms. The "Amateur" was among the number. Leaving the room for a few minutes he returned, having donned a false beard and mustache, relying on Strickland's defective vision to escape detection. He came into the room, asking in a feigned voice if anyone could play a game at draughts. Strickland said there was. Play commenced as described in the article. The first two games were drawn. "The "Amateur" won the third, after which he retired, took off his beard, and returned to the company. His identity has not yet been made known to the public. Strickland afterwards knew who his opponent was, and felt much annoyed.

PROBLEM NO. 133.

BY A. H. MERCER, BUFFALO, N. Y.

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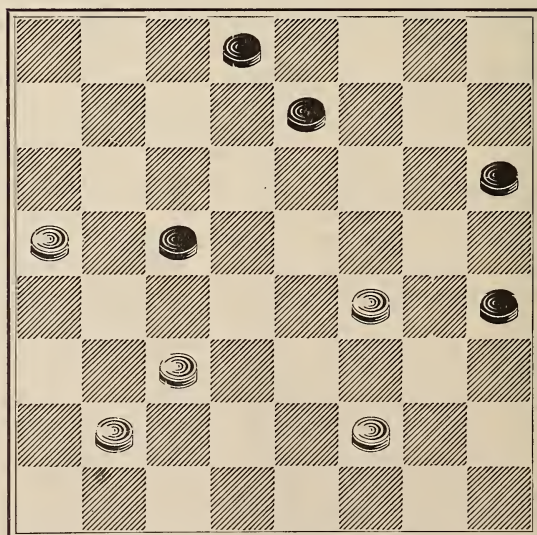


WHITE.

*White to move and draw.***PROBLEM NO. 134.**

BY A. H. MERCER, BUFFALO, N. Y.

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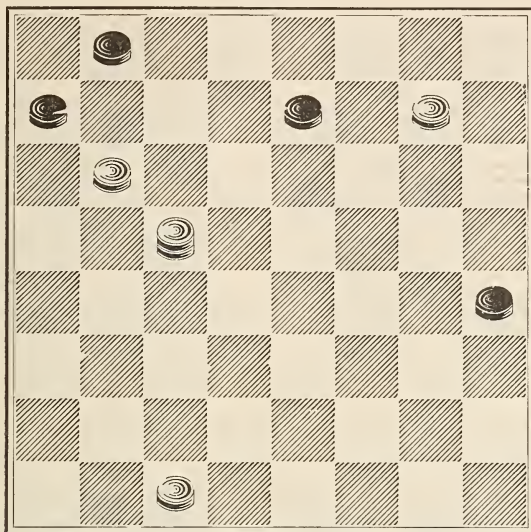
WHITE.

White to move and win.

PROBLEM NO. 135.

By M. H. C. WARDELL, DOWNSVILLE, N. Y.

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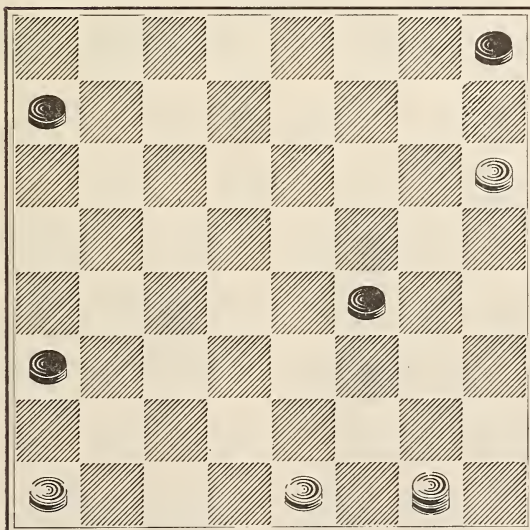
WHITE.

White to move and win.

PROBLEM NO. 136.

By DR. W. B. BANKS, DETROIT, MICH.

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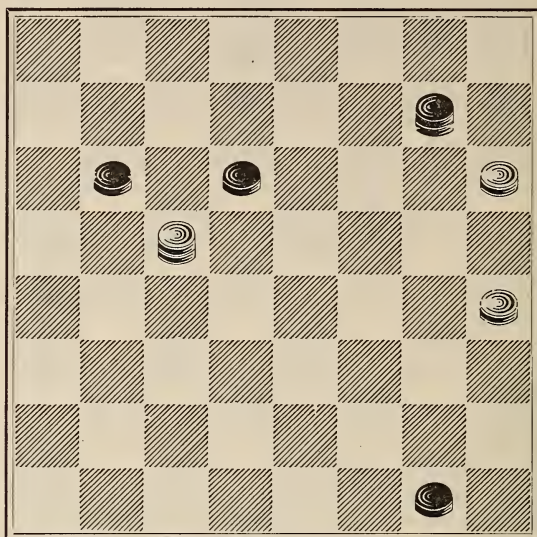
WHITE.

White to move and win.

PROBLEM NO. 137.

BY L. M. STEARNS, DERRY DEPOT, N. H.

WHITE.



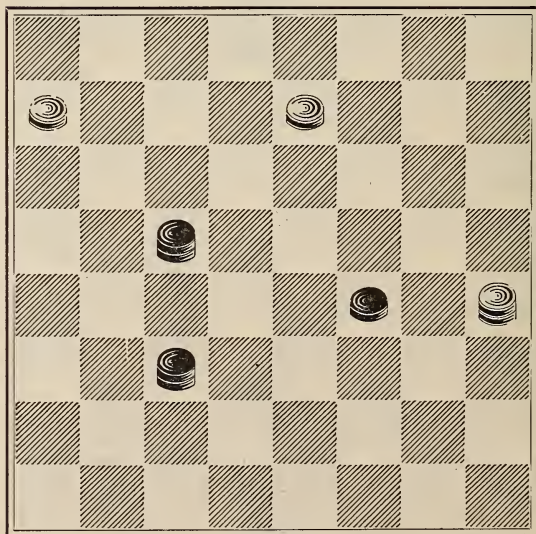
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Black to move and win.

PROBLEM NO. 138.

BY L. M. STEARNS, DERRY DEPOT, N. H.

WHITE.



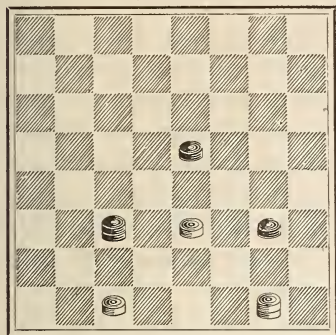
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Black to move and win.

The Following Problems are by Luther Bradley, Greenfield, O.

PROBLEM NO. 139.

(BLACK.)

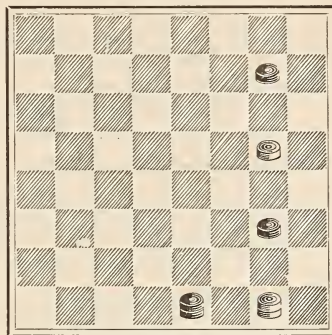


(WHITE.)

White to move and win.

PROBLEM NO. 140.

(BLACK.)

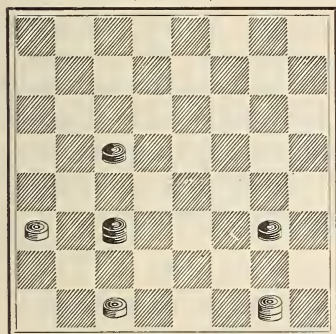


(WHITE.)

White to move and draw.

PROBLEM NO. 141.

(BLACK.)

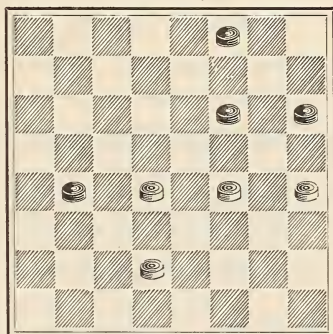


(WHITE.)

White to move and win.

PROBLEM NO. 142.

(BLACK.)

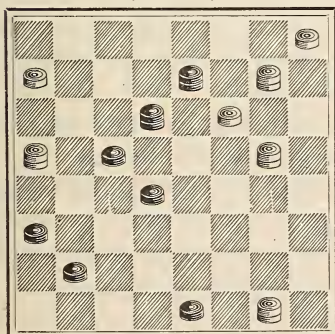


(WHITE.)

White to move and win.

PROBLEM NO. 143.

(WHITE.)

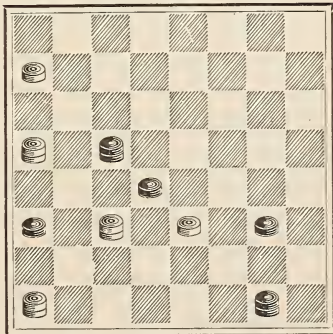


(BLACK.)

Black to move and win.

PROBLEM NO. 144.

(WHITE.)



(BLACK.)

Black to move and win.

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

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FOREIGN AGENTS.

JAMES SMITH, Spennymoor, England, agent for England.

J. W. L. MOWATT, Aberdeen, Scotland, agent for Scotland.

JOHN ILLINGWORTH, Springwood, New South Wales, Australia, agent for Australia and New Zealand.

CHICAGO, OCTOBER 20, 1888.

OUR PROBLEMS.

PROBLEM No. 133.—Mr. Mercer writes: "This position is variation 501 of Bowen's "Bristol" at the twenty-first move (by A. J. Heffner). I will give a Baker-Reed's "Alma" to any one who will show a compulsory win for Blacks after my solution is published." We commend the above to the special attention of our critics.

Problem No. 134.—Regarding this problem the author writes: "The position is taken from Game No. 2, 'White Dyke,' fortieth move, in the *Breakfast Table*, by two Oil City players. They continued it for a draw. It was the only number I ever had, and if

any one has discovered and published the win I have not had the pleasure of seeing it.

Problem No. 135, by M. H. C. Wardell, is one of the neatest we have received from this talented composer. Problem solvers always look for something good from Mr. Wardell, and they will not be disappointed in this effort.

Problem No. 136, by Dr. W. B. Banks is very neat, and eminently practical.

Problems No. 137 and 138 are by our talented New Hampshire correspondent. All our readers know what to expect from friend Stearns, and these form no exception to his usual style.

Problems No. 139 to 144 are all fine positions by Mr. Bradley, especially designed for students, who will find considerable pleasure in ascertaining the solutions.

All problems in this issue are entered in competition.

STYLES OF PROBLEMS.

An Indiana correspondent of the REVIEW suggests the classification of problems as follows:

First—An end-game; one that occurs in actual play.

Second—A position; one that may occur, but did not arise from actual play.

Third—Strokes; one that can never arise in actual play.

Though everybody can readily understand the distinctions desired we fear it would prove utterly impossible for a problem judge to separate the various classes without fear of error. Almost any problem ever diagrammed could

occur in play—though the moves leading thereto would appear “*fearfully and wonderfully made*,” yet the authors could make a claim of end-game for any problem, and sustain the claim. We have given the subject considerable thought, and regret being unable to devise a classification which will meet all exigencies. We trust some of our correspondents will assist us, and possibly with united effort we may finally succeed.

**

OUR AUSTRALIAN AGENT.

Mr. John Illingworth, the well-known amateur of Springwood, New South Wales, has kindly consented to act as our agent. Will our antipodean exchanges please make a note thereof and inform their readers that Mr. Illingworth is prepared to supply copies, including all back numbers? The subscription price is eight shillings per year.

**

PARROW V. WRIGHT.

The match at Boston for the New England Checker Association medal resulted as follows: Parrow, 0; Wright, 0; drawn, 10. The games were hard and skillfully contested. By a peculiar provision of the rules regarding the medal drawn matches count. Mr. Parrow is enabled thereby to retain perpetual possession of the trophy.

**

CHAS. S. REDFIELD.

Local players will unite with us in lamenting the sudden death of

our late companion, Chas. S. Redfield, who expired on the 19th inst. while *en route* for Chicago. He was one of our hard-working club members—ever ready and willing to promote the interest of the game locally. His chief pleasure consisted in problem solving, in which branch he became quite expert. In his death the REVIEW loses one of its most ardent and enthusiastic supporters.

CHECKER CHATTER.

The headquarters of the Chicago Checker Club are in the rear of cigar store, 159 South Clark street. Strangers will be welcome there at any time.

**

The latest match announcement is “Ajeeb,” the automaton, *v.* Prof. Fitzpatrick. The statement that “Ajeeb” stakes \$100 against the professor’s \$75 would indicate remarkable improvement or *new brains* in the Turk, as his exhibitions with a Chicago checkerist was only remarkable for his entire lack of ability at the *simple game*.

THE BARKER-SMITH MATCH.

There will be no delay in any particular in this match. In the *Turf* of Oct. 12, Mr. Dunlap states: “We forwarded on the 9th inst., to Mr. R. McCall, stakeholder in the match between Messrs. Smith and Barker, £40, it being the second deposit due on the first of November next. Mr. Barker is bound to be on time, and will have nothing put in the way to prevent his meeting Mr. Smith. He intends leaving for Scotland about Dec. 1, giving himself a few days’ rest previous to the time to commence the contest.”

GAMES.

This department is under the charge of Mr. Jas. P. Reed. We would deem it a favor if those sending games would add notes on the play. Games should be arranged as printed, in four columns of figures.

Attention is called to the fact that in games an asterisk (*) means the best or only move, but in giving position for solutions it denotes a king.

GAME NO. 77—FIFE.

By Thos. Finn, Montreal, Canada.

11-15	19 16	23-27	17 13
23 19	12-19	9 5	11-16
9-14	27 24	27-32	13 9
22 17	20-27	5 1	16-11
5- 9	31 8	32-27	9 6
17 13	3-12	1 5	11-16
14-18	22 17	27-23	6 2
19 16	12-16	5 9	16-20
12-19	17 10	19-24	2 6
26 23	6-15	28 19	20-16
19-26	21 17	23-16	6 9
30 5	2- 7	6 2 <i>b</i>	16-20
8-11	13 9	15-19 (1)	9 14
27 23	16-19	2 7	20-16
4- 8	25 21	10-15	14 18
32 27	15-18	7 10	16-11
15-19	17 13	16-20	18 23
23 16	18-23	9 14	19-26
11-20	9 6	20-16	22 31
24 19	1-10	14 17	15-19
8-12	5 1 <i>a</i>	16-20	31 27
25 22	10-15	17 22	11-15
10-14	1 6	20-16	10 14
29 25	7-10 (2)	21 17	15-11
7-11	13 9	16-11	14 18

W. wins.

(a) Solution to Problem No. 103.

(b) If 21 17, 16-11, 9 14, 11-7, Draws.

(1)

15-18	6 10	18-22	11 15
9 6	16-19	7 11	
10-15	2 7	15-18	W. wins.

(2)

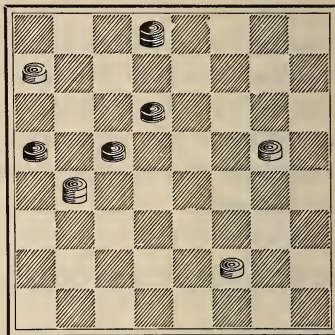
15-18	22-26	18-22	31-26
6 2	9 6	17 13	6 10
7-11	26-31	22-26	26-31
2 7	6 2* <i>c</i>	13 9	10 14
11-16 (5)	31-26 (3)	26-31	31-26
7 11	2 7*	9 6	14 17
16-20	26-22	31-27	26-31
11 16	7 11	6 2	17 22
18-22	22-18	27-31	
13 9	21 17	2 6	W. wins.

(3)

31-27	28 19	24-15	2 9
21 17*	27-24	14 10	
19-24	17 14*	15- 6	W. wins.

(c) This move is of essential importance, as 21 17 would only draw, as follows:

(WHITE.)



(BLACK.)

Black to play play and draw.

31-26	20-24	27-31	19-24
6 1	1 5 (4)	10 7	28 19
26-22	24-27	31-27	27-24
17 14	14 10	7 3	Drawn.

(4)

14 10	7 2 <i>e</i>	7 10	20 16
22-18	27-31	27-24	19-23
10 7 <i>d</i>	2 7	16 20	28 19
24-27	31-27	23-27	18-15
			Drawn.

(d) If 16 20, 23-27, 20 16, 19-23, draws.

(e) If 16 20, 18-15 draws.

(5)

11-15	19-23	31-27	32-27
7 11	2 6	17 13	6 2
23-27	23-26	27-32	27-32
13 9	6 9	14 17*	2 6
27-31	26-31	32-27	23-26
9 6	9 14	13 9	17 14
31-27	27-23	27-32	26-23
6 2	21 17	9 6	6 10
			W. wins.

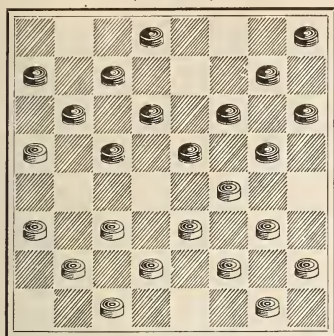
GAME NO. 78—WHILTER.

By Wm. Flemming, Champion of Canada, with notes by Chas. Hefter.

11-15	7-11	5- 9	7-11
23 19	25 22	17 13	31 26
9-14	11-16	3- 7	1- 5
22 17	26 23	29 25	

and we have the following position:

(BLACK.)



(WHITE.)

About ten years ago Mr. Geo. Dick, the Colorado champion, offered this in the *American Checker Player* for White to move and win. The play was exceedingly intricate and Messrs. Hefter, Reed, Schaefer and Potterdon found flaws therein and restored the draw. Several times afterward Mr. Dick tried changes to prove his original conclusion, but eventually gave it up. The play was collated in Baker-Reed's "Alma," but a number of criticisms of minor importance were incorporated, offering still further opportunities for Messrs. Calvert, Maize and Fleming to criticize. However, the present variations are very neat, and worthy of careful perusal, though some of the play seems quite familiar.

21 17*	27 18	14 17	19 15
14-21	15-29	25-29	22-17
23 18	6 2	17 14 (2)	15 10
16-23	10-14	18-22	17-14
26 19	2 7	14 17	10 7
9-14	11-16	22-26	4- 8
18 9	7 10	17 22	7 3
5-14	16-23	26-31	8-11
22 17	10 17	22 18	23 19
6- 9	29-25	23-27	14-10
13 6	24 20 { 8	32 23	3 8
2- 9	8-11 { 7	31-26	11-15
17 13a	28 24	24 19 (1)	19 16
14-18	11-15 (3)	26-22	12-19
13 6	17 14	18 25	8 11
18-23	15-18	29-22	Drawn.

(a) This move should really be avoided. It leads to very interesting play, though entirely to the advantage of Black, whereas 25 22 gives White the leverage.

(1)

23 19	22-18	6 1	11-15
26-22	15 10	4- 8	9 13
18 25	18-15	1 5	10-14
29-22	10 6 b	8-11	13 17
19 15	15-10	5 9	14-18

B. wins.

(b) If 10 7, 15-10, 7 3, 10-15*, B. wins.

(2)

24 19	17 13	13 9	2 7
18-22	22-18	8-11	18-22
17 26	15 10	9 6	7 2
21-25	18-14	11-15	14-18
30 21	10 6	6 2	2 7
23-30	30-26	15-18	15-11
19 15 c	6 1	5 1	7 16
29-25	26-23	23-19	12-19
21 17	1 5	1 6	20 16
25-22	4- 8	19-15	18-15

B. wins.

(c) We invite our critics to closely scan the position from this point. We hardly think Mr. F. has given White the best possible defense.

(3)

4- 8	22-17 (5)	25-29	15-24
17 14	14 18 (4)	18 25	28 19
25-22	21-25	29-22	22-18
24 19	19 15	15 10	10 7
23-26 (6)	17-22	11-15	18-14
30 23	23 19	32 28	Drawn.

(4)

14 10	11-15 e	20 16	30-26
21-25	27 24	17 14	
32 27 d	25-30	10 17	B. wins.

(d) This loses, but is it necessary? Will not 23 18 draw?

(e) Though this neat win is original with Mr. Fleming, it was previously shown by Mr. Hefter in the *Cleveland Sunday Sun* some years ago.

(5)

21-25	16 7	8-11	28 19
32 28	9-14	3 8	25-30
22-18 f	7 3	11-15	19 16
19 16*	14-10	8 11	12-19
18- 9	23 19	15-24	11 15

Drawn.

(f) If 25-30, then 23 18 wins for White.

(6)

23-27	18- 9	9-14	21 25
32 23	19 16	7 3	26 23
22-18	12-19	8-12	
30 26*	23 7	3 7	Drawn.

(7)

24 19	30 21	15 8	17 14
25-22	23-30	4-11	26-23
17 26	19 15 <i>g</i>	21 17	B. wins.
21-25	8-11	30-26	<i>Jos. Maize.</i>

(*g*) Once more our sharp-eyed critics are requested to examine a neat ending which is here disposed of quite easily. Can anyone show a draw?

(8)

17 14	32 23	10 7	30 23
25-22	22-18	27-23	8-11
24 19 <i>h</i>	14 10	19 15	
23-27 <i>i</i>	18-27	23-26	B. wins.

(*h*) 14 10 is better here.—*G. Fleming.*

(*i*) Corrects Mr. Maize, Game 2839 *Turf*, where 8-11 is played to draw.

GAME NO. 79.—ALMA.

By Andy Sheean, (Cleveland, Ohio.

11-15	17 10	9-14	10 15
23 19	6-15	11 7	18-23
8-11	13 6	6-10	16 12
22 17	1-10	7 2	22-25 (4)
3- 8	21 17	14-17 <i>a</i>	12 8
17 13	5- 9	2 7 <i>b</i>	25-30
11-16	17 13	10-14	8 3
25 22	2- 6	7 10	30-25
16-23	32 27	15-18	3 8
27 11	19-24	23 19	21-17 (7)
8-15	28 19	18-22 (3)	8 12
29 25	15-24	13 9	17-13 <i>c</i>
4- 8	22 18	22-25	12 8
22 17	24-28	9 6	13- 9
7-11	18 15	25-30	8 12
26 23	10-19	19 16	25-22 (8)
11-16	27 24	30-25	12 8
24 20	11-15	6 2	23-26
8-11	20 11	25-21	15 18
25 22	28-32	2 7	22 15
15-19	23 16	14-18	11 18
30 26	12-28	7 11	26-30 <i>d</i>
10-14	26 23	17-22	

(*a*) Baker-Reed's "Alma" gives 15-18 here for a draw.

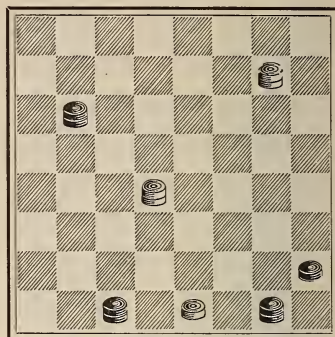
(*b*) Solution to Problem No. 115. Mr. Calvert plays 2 6, 7-10, 6 9* and allows Black to win.

(*c*) If 17-14, 15 10 draws.

(*d*) The position now assumes especial interest. The two Black kings have the move on the White kings, but nevertheless can not extricate their imprisoned mate,

nor compel an exchange without permitting a draw. The position is as follows:

(BLACK.)



(WHITE.)

White to move and draw.

8 11	2- 7	16 19	10-14
30-25	16 19	6- 2	23 19
11 7	22-17	19 16	14-18
9- 6	19 16	7- 3	19 16
18 15	17-13	16 11	18-23
25-22	16 19	2- 6 (1)	16 20
7 11	13- 9	15 18	23-19
6- 2 (2)	19 16	6-10	20 24
11 16	9- 6	18 23	Drawn.
(1)			
3- 7	7-10	2- 9	9-14
11 16	15 6	16 19	19 23
Drawn.			
(2)			
6- 9	22-17	10-15	18-14
11 16	11 16	11 8	8 3
9-14	17-14	18-23	15-18
16 19	16 11	8 12	3 8
14-18	14-10	23-18	
15 11	19 16	12 8	Drawn.
(3)			
18-23	10 14	23-26	31 27
19 16	17-22	17 14	
14-18	14 17	18-23	Drawn.
(4)			
23-26	30-26	17-13	25-30
12 8	19 16	16 20	16 20
26-30	26-23	22-17	26-23 <i>e</i>
8 3	15 19	31 22	19 26
22-25	23-26	17-26	30-23
3 7	19 15	20 24	20 16
21-17 (6)	29-25	13-17	32-27
7 10	16 19	11 16	24 31
17-22	25-21	17-22	28-32
15 19	19 16	16 20	31 27
25-29 (5)	21-17	22-25	
10 15	15 19	20 16	Drawn.

(e) If 26-31; 19 23, 30-25, 24 27 drawn.

(5)

22-18	19 26	25-30	15 19
10 15	30-23	16 12	
18-23	11 16	30-25	Drawn.

(6)

25-29	29-25	30-26	25-18
15 18	10 6	15 10	10 19
21-17	17-22	22-15	18-14
7 10	11 15	31 22	19 23
			Drawn.

(7)

25-22	19 23	22-15	8 11
15 19	26-30	11 18	17-13
23-26	23 18	21-17	18 14
			Drawn.

(8)

9- 6	31 22	6-10	12 16
12 8	25-18	16 20	17-21
6- 2	8 12	10-14 (9)	16 20
15 19	2- 6	20 24	21-25
23-26 (10)	11 16	14-17	19 23
			Daawn.

(9)

18-15	10-14	15-18	18-22
19 23	20 24	24 27	27 31
			Drawn.

(10)

25-30	30-23	2- 6	6- 9
19 26	11 15	8 12	15 19
			Drawn.

Solutions.

No. 91, by James P. Reed.

B., 1, 10*, 12, 16, 22*. W., 2*, 5, 11*, 13, 17
B. to draw.

16-19*(1)	2 6	10- 6	23 19
11 15	12-16	27 23	2- 6
22-25*(2)	6 15 (3)	6- 2	19 16
15 24	16-23	23 16	6- 2
25-21*	15 18	2- 6	16 11
24 19	14-10	18 23	2- 6
21-14	18 27	6- 2	Drawn.

(1)

16-20	11 2	10-15	6 1
2 6*	1-10	13 9*	
10- 7	2 6*	22-13	W. wins.

(2)

19-24	1-10	10-15	
15 6	2 6	13 6	W. wins.

(3)

19 12	3- 7	19 23	7- 3
10-15	17 22	11-15	17 14 (4)
6 9	15-11	23 26	15-10
14-10	16 19	2- 6	14 7
12 16	7- 2	14 9	3-10
10- 7	22 18	6- 2	9 6
9 14	11- 7	26 22	10- 7
7- 3	18 14	2- 6	6 2
14 17	7-11	22 17	7-10
			Drawn.

(4)

9 14	7- 2	17 13	1-10
15-11	13 9	2- 7	9 18
14 10	3- 8	9 6	3- 7
11- 7	14 17	17-14	5 1
17 14	8- 3	13 9	7-11
			Drawn.

No. 113, by W. A. Farrell.

B., 3, 10, 21*. W., 18*, 19*. W. to draw.			
18 22	25-30	20 16	23-27*
3- 7 { 1	19 24*	19-23	26 31
22 18 { 2	10-15	16 11	27-32*
7-11	18 22*	15-19	15 19
19 24*	11-16	11 15	32-28
21-25	24 20	19-24	19 23
24 19*	16-19	22 26	Drawn.

(1)

3- 8	10-14 (6)	8-11	14-18
19 16	16 12	22 17	12 8
			Drawn.

(2)

10-14	14-17	21-25	22-26
19 23	18 14	19 15	9 6
3- 7	17-22	25-30	
22 18	23 19	14 9	Drawn.

(3)

21-17	18 15	10-14	19 16*
			Drawn.

(4)

10-15	11-16	16-19	21-25
18 14	24 20	14 10	20 16
			Drawn.

(5)

30-26	10-15	16-19	15-19
24 19	18 22	20 16	11 15
26-31	11-16	19-23	19-24
19 24	24 20	16 11	15 19
			Drawn.

(6)

8-12	11 7	16-19	6 9
16 11	12-16	2 6	
10-14	7 2	19-24	Drawn.

No. 114, by A. E. Burnett.

B., 13, 21, 26*.	W. 2*, 14*, 22, 29.	W. to win.
14 17	17 21	10 15 23 26
26-30	26-17	13-17 25-29
29 25*	21 14	15 19 26 30
30-26	30-25	17-22
2 7*	7 10	19 23
21-30	25-21	22-25 W. wins.

No. 115 will appear later.

No. 116, by M. H. C. Wardell.

B., 1*, 4*, 5*, 28*, 29*, 32*.	W., 6*, 10*, 12*, 19*, 21*, 24*.	W. to win.
21 17	25-21	4 11 15-18
29-25	7 11	16- 7 25 21
17 13	21-25	22 25 18-14
25-22	11 16	7-11 21 25
6 2	25-30	25 22 13-17
22-25	19 23	11-15
2 7	12- 8	22 25 W. wins.

No. 117, by Chas. T. Davis.

B., 14, 19*, 31*.	W., 11*, 28, 30*.	B. to win.
14-18*	27-31	22-18 14- 9
30 25 { 1	17 26	24 20 16 11
31-27 { 2	31-22	18-14 9-13
25 21	11 7 (4)	7 2 11 8
18-22	19-15	15-10 10- 6
21 17 (3)	28 24	20 16 B. wins.

(1)

11 8	8 3	3 7 28 24
18-23*	23-27	19-15 27-32

B. wins.

(2)

11 7	28 24	24 20
19-15*	31-27	18-22 B. wins.

(3)

11 8	21 17 (5)	17 26
19-16*	16-12*	12- 3 B. wins.

(4)

11 8	8 11	11 7 28 24
22-18*	18-23*	19-15 23-18

B. wins.

(5)

8 12	17 26	24 20 16 12
16-11	31-22	18-15 15-11
21 17	28 24	12 16 12 16
27-31	22-18	11- 7 7- 2

B. wins.

No. 118, by G. H. Slocum.

B., 3, 5, 11, 22*.	W., 12*, 14, 19, 21*.
B. to win.	
22-17	14-10 5-14 17-22
14 10	6 2 21 25 21 17
17-14	10- 6 14-17 11-16
10 6	2 9 25 21 B. wins.

FIGURES—FIGURES—FIGURES.

An Ohio correspondent writes: "I should like to know upon what principle Mr. Bowen computed the number of variations in the Wyllie-Martins match games, as given by Mr. Carstairs. If an average game has sixty moves, and they in turn would have sixty variations of sixty moves, making the possible number of moves in a game of checkers—ere the third multiplication is one-third carried out—three hundred and sixty-five decillion, five hundred and ninety-seven nonmillion, seven hundred and four octillion, one hundred and fifty-three reptillion, four hundred and ninety-seven sextillion, six hundred quintillion and sixty (365,597,704,153,497,600,000,000,000,000,060). No term in numeration will encompass one-third of the quantity. *Am I insane, or only suffering from a slight attack of cerebro spinal meningitis?*"

Our correspondent errs in his figures. Mr. Bowen's were based upon a presumed average of seven admissible moves at any point in the ordinary game.

Mr. J. A. Fowler, 41 East Nineteenth Street, New York, N. Y., would like a few opponents at correspondence play, and would prefer to play eighteen games at once, all on a single opening, each player moving first in nine of the games. He has no preference as to openings.

American Checker Review.

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, NOV. 1, 1888.

No. 15.

AJEEB, THE AUTOMATON.

The "Automatic Player" has been astonishing the checkerists of Kansas City and vicinity by his remarkable ability across-board. Mr. Rees, of Emporia, Kas., shortly after his return from Chicago, asked our opinion of the wonder, and judging by our own experience in this city we unhesitatingly dubbed Ajeeb a *Scrub* checker player. Nevertheless, report was current that Ajeeb was matched to play Prof. Fitzpatrick, and curiosity gaining the better of our correspondent, he journeyed to the Missouri porkopolis, and the following letter relates his experience:

EMPORIA, KAS., October, 18, 1888.

American Checker Review:

FRIEND HEFTER:—I have tackled the wonderful Ajeeb and will say that in my opinion you never were more mistaken in your life than when you called him a scrub player. He puts up the finest game I have ever witnessed across the board—his endings being especially brilliant. I have played him six games, losing the first three and drawing the last three; I will also say that the draws were about the hardest games I ever played in my life. Of course you know that any one playing it is handicapped by having to stand up; also the checkers look like chess queens; also he *always moves first*, and has the White men each game. I don't think I could win a game in a month, and would have to play fine for draws. I do not wonder much at losing the first three, not being accustomed to the conditions, and they were in reality easier games than those I have drawn, but he plays harder each game, and takes a fearful long time to move. The manager is a Chicago party named Mann, whom you probably know. Let me hear from you if you are acquainted with the name and history of the occupant, as I believe he is one of the world's greatest. He has beaten Fitzpatrick two games and drawn four.

Yours respectfully,

WM. REES.

The Kansas City *Times* publishes the following interesting facts about Ajeeb:

To the Kansas City *Times*:—Having a few leisure moments on an afternoon in the early part of last week, I dropped in on Ajeeb at the exposition, and while playing a game of checkers with him was surprised to hear many and different theories advanced as to the working of this mysterious attraction. Some were as absurd as they were

amusing, and though a few of the better players and one or two of the sound thinking expressed their opinion that there must be a man within, still the majority, and a large one at that, believed it to be a self-working machine, and each had his or her view to express as to how the checkers were manipulated. The electrical theory is the general one, the argument being that each man on the board is coated on the under side with a metal that forms a connection and current when moved from square to square, each move being answered by the machine which is wound up for every player. Others present a far more intricate supposition also based on electricity. It is that the player is not necessarily in the city, but may be hundreds of miles away, where he sits with the board before him and replies to each and every move which is brought to him over the wires with as much ease and precision as if the player was before him. One of the most amusing of explanations for the workings of this machine was given by a lady who had spent the greater portion of the afternoon watching different players taking their turn with Ajeeb. She kept her eyes constantly riveted on Mr. Mann, the manager, who sits near the figure during the progress of a game, and at the close of each looked around in a self-satisfied kind of way that indicated her thorough knowledge of what was a deep mystery to the majority of others in the room. When questioned as to her idea of the playing she answered that she believed—yes, she knew—that the man sitting close to the figure was alone responsible for the losing or gaining of the game, and that his mind had entire control over what moved or caused to move the checker men, whose master was such an enigma to many. Prof. Carpenter or Stevens, the mesmerists, should look into this, for if Ajeeb's manager has so powerful and controlling a mind as is set forth by this theory, he would be indispensable as an attraction for a museum and coin more money than his curious figure. Others suggested that the most feasible solution was by clockwork alone, and that the many wheels displayed when the doors of the machine were opened plainly showed how the game was played. Scores of speculatists have visited the curiosity to determine whether there was or was not a human hand in some way connected with it, and each one had a different idea as to its motive power, but to those who understand the game as well as Fitzpatrick, Greenwood and Green, there has never been a doubt as to the existence of a man within, but just how he can stand it boxed up for so long a time and in, as they think, so cramped a position is somewhat of a mystery to even them.

The figure Ajeeb is a comparative new feature in this section of the country, but the very same artifice was exposed over 100 years ago in Ger-

many, where it was advertised as an automatic machine and which proved to be a contrivance somewhat similar to this one in appearance, and which was worked by an adept chess-player adroitly concealed inside. The invention dates back to 1763, when the Hungarian, Baron W. Von Kempelen, built him one of the chess players and not only continued to mystify the people who saw it, but made himself wealthy besides. Von Kempelen is said to have had an immense magnet hung beside the figure and various other little things, such as mirrors, galvanic batteries, etc., were also found about the room, placed there of course to increase the mysteriousness. At that time it produced both wonder and admiration in America as well as England and France, and two books were written on the subject, setting forth various theories in regard to it; but shortly after the publication of these works an anonymous letter was printed in one of the daily papers disclosing the real workings of the so-called automatic chess player and giving the name of the man inside. This somewhat dampened the prospects of the proprietor of the machine, and soon afterward it was dropped, and not until 1820 was it again brought before the public in Great Britain, when it created as much astonishment as before. In 1844 Houdin, a Frenchman, built a similar machine, but claimed it to be worked by a man within, and by having an unusually expert chess player and losing but a few of the thousands of games played, he not only excited the wonder of all who witnessed any games, but hundreds would not believe them worked by a human hand and attributed it to the departed spirit of some great chess player. Several years ago the same device as Von Kempelen's, though somewhat smaller in size, was again exposed in England, and the poor fellow was released from his torturous and cramped position in which he was obliged to remain for hours at a time.

Ajeeb is constructed in a manner similar to that of Houdin's first machine, and a glance through the German magazine, *Vom Fels zum Meer* for October of 1883, will give any one interested and desirous of finding out just how he plays, a thorough and practical explanation of the same. The question may arise here as to how it is the man inside can not be seen when the doors of the case are open both above and below. It's simple enough. His feet could be either above or below the clock work (one foot on either side of the same) in the lower cabinet, while his head and shoulders rested easily within what appeared to be a cushion just back of the figure, then during the noise made by the winding of a ratchet-wheel supposed to connect with and start the interior machinery the man in the case as quietly as possible slips into his position for playing, his right arm in the sleeve of the figure's. That the man concealed within Ajeeb is undoubtedly a fine and expert checker player can not be denied, but that the figure is an automaton should never for a moment be given credence. H. M. S.

When Ajeeb was in Chicago, we attended a number of exhibitions in company with a few local chess experts. After convincing ourselves that there was abso-

lutely no possible assistance other than within the figure, we "tackled" the automaton. Our chess friends were "polished off" in fine style at their favorite game, when a change to checkers was suggested and readily acquiesced in by Mr. Phil. Shaffner, the manager and personal friend of the writer. Ajeeb proved himself a very sorry checkerist, and after showing our chess friends the *convincing proof* of the superiority of checkers over chess—which could be most successfully played by machine, while its modest sister required human brain—we departed. A number of subsequent visits failed to show any improvement in Ajeeb's abilities. But at Kansas City the automaton has evidently been supplied with new works, or rather, other brains, and we find the checker experts falling victims to its marvelous abilities as readily as their brother chessists previously did. No sensible player doubts for a moment but that an expert is hidden within the Turk—the question of importance being *who is it?* The checker experts who can make the above scores against Messrs. Fitzpatrick and Rees are few and far between, and the player should readily be discovered. Some of the Kansas City experts think it is Champion Barker. Can anyone enlighten them for a certainty? We do not recollect Mr. *Mann*, but probably the name is only an assumed one—Man-n being like Brown-e. It may be used to serve a purpose.

In reply to further inquiries as to Ajeeb's abilities we received the following letter:

EMPORIA, KAS., October 22, 1888.

American Checker Review:

CHAR. HEFTER:—Your card in relation to Ajeeb just received. He did not play any chess in Kansas City, but the manager (Mann) claims it plays a very fine game of chess as well as checkers. I am anxious to know something about the man in this machine, as I think he is very fine. I think I saw him on the street and he looks like an Englishman, has a full face, rather red, also reddish mustache, and weighs probably 150 pounds; he is below medium height. I am told that Fitzpatrick claims it is an English player named Terrell.

Yours in haste,

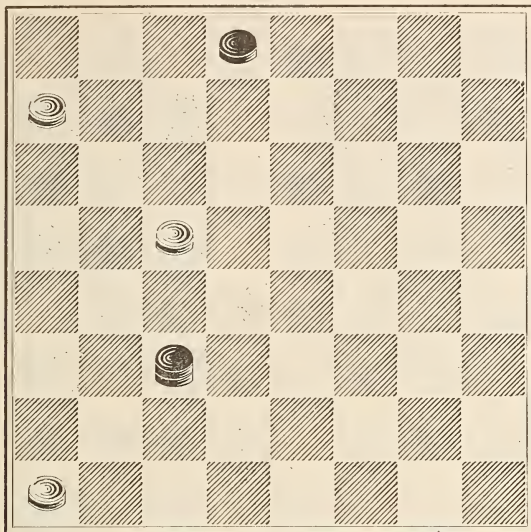
WM. REES.

We know of no English checkerist named Terrell, but the above description will answer for Champion Barker very nicely. Our players here would be glad to receive a visit from this *new* Ajeeb.

PROBLEM NO. 143.

By WM. W. AVERY, NEW YORK CITY.

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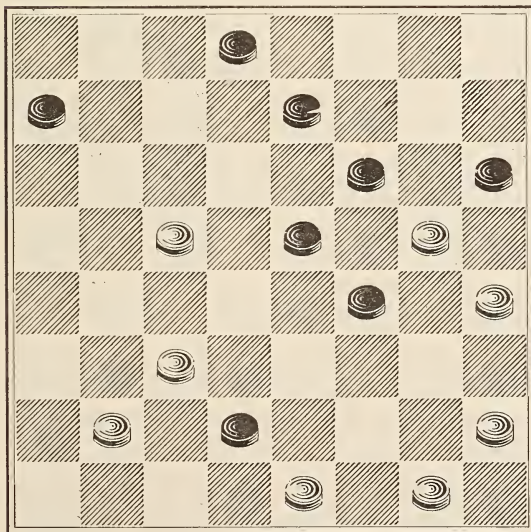
WHITE.

White to move and win.

PROBLEM NO. 144.

By JOSEPH YATES, CHISLEHURST, ENGLAND.

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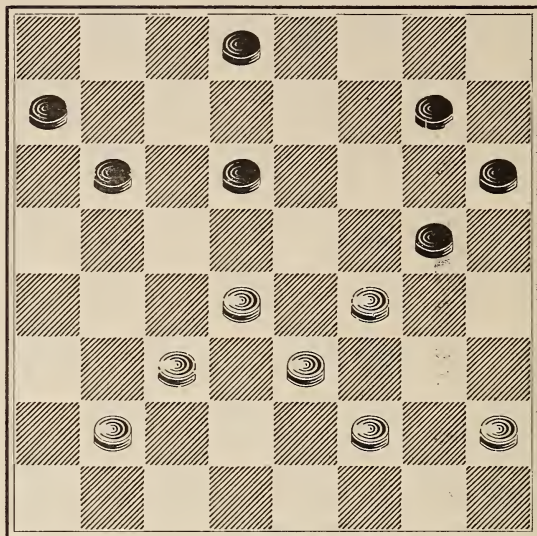
WHITE.

White to move and win.

PROBLEM NO. 145.

By F. TESCHELEIT, LONDON, ENGLAND.

BLACK.



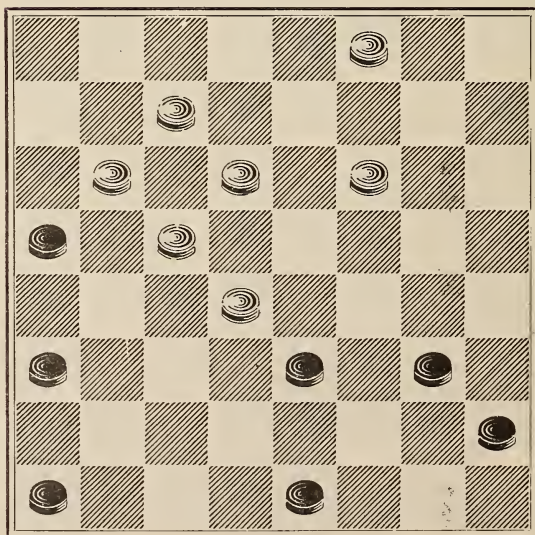
WHITE.

White to move and draw.

PROBLEM NO. 146.

By F. TESCHELEIT, LONDON, ENGLAND.

WHITE.



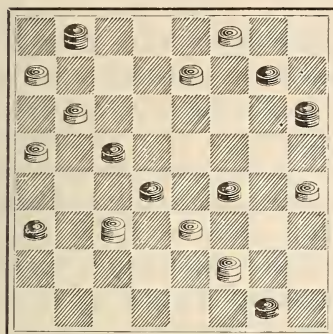
BLACK.

Black to move and draw.

PROBLEM NO. 147.

By Richard Lyons, Sunderland, England.

(WHITE.)



The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

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CHICAGO, NOVEMBER 1, 1888.

OUR PROBLEMS.

PROBLEM No. 143.—It is always an appreciated compliment when expert cross-board players take interest in a problemist's compositions, though frequently the results are unfortunate for the author. So with Mr. Richmond's No. 124, which Mr. Avery attacks at third move of variation 1, thereby showing *two methods* of solving the problem from the first move, and therefore proving it unsound according to Lyman. Will Mr. Sheean kindly note the *italics*?

Problem No. 144, by Mr. Yates, Chiselhurst, England, purports to be the *first* correction of Mr. At-

kinson's analysis in the "International Draught Player." The lack of corrections, however, may be attributed to lapse of time between part publications and the fact that critics have more than enough to engage their attention in play of readier reference. If Mr. Atkinson's play should ever appear in book form, we anticipate for it a reception as kind and hearty as was given to Baker-Reed's "Alma," or Robertson's "Guide."

Problems No. 147 and 148, by Mr. F. Tescheleit, are very interesting endings from the "Edinburgh" opening. The results are obtained by clever and skillful maneuvering, and our critics are requested to watch the solutions closely when given.

All problems of this issue, except No. 145, are entered for competition. We are hastening the publication of prize problems as much as possible, as we desire no more delay than is absolutely necessary in awarding the prizes, and no doubt all contestants, as well as all that are interested in the competition, are anxious to know the results.

DRAUGHTS PLAYERS' QUARTERLY REVIEW.

We are in receipt of the first number of the new quarterly, and take much pleasure in recommending it to our readers. It consists of thirty-six pages filled with the finest of selected material. There are nineteen excellent problems, quite a number of well selected games of a controversial nature, all the corrections of Baker-Reed's

"Alma" book systematically arranged, and draughts items of interest culled from every side. The venture deserves unqualified success, and as the price is only 25 cts. per quarter, we trust the REVIEW readers will join the list of subscribers and send us their names.

SOLUTION TO PROBLEM NO. 116.

In response to numerous readers who were puzzled by figures given, we request them to play as follows: After the twelfth move (for 19 23) 24 20, 30-25, 19 23, 25-22, 12 8, etc., etc., and the win will be apparent.

PRIZE POSITION NO. 91.

Mr. Reed wishes to give Mr. Mercer equal credit with Mr. Davis for his solution to the above position, and also gives honorable mention to solutions of G. W. Valentine, Geneseo, Ill., and Mr. Hess, of Philadelphia. Mr. Davis claimed to be first and therefore received the award.

HOW IS THIS, MR. BRADLEY?

In game No. 76, variation A, sixteenth move (the position is B., 3, 7, 11, 14, 19; W., 2, 20, 21, 29, 32) for 20 16, which only draws, play

29 25*	20 16*	11 7	7 14
19-23	26-31	14-18	22-13
25 22	22 17*	7 2	14 10
23-26	7-10	18-23	
2 6	16 11	2 7	
11-15	31-26	26-22	W. wins.

Proving McCarrick's "Lessons" correct.

WM. FLEMING.

GAMES.

GAME NO. 80—DOUBLE CORNER.

Mr. Reed's criticism of Robertson's "Guide" has also caused some commotion among the sceptical, and they come to the fore with the following play:

9-14	16-19	6-10	9-13
22 18	23 16	30 26	17 14
5- 9	14-23	8-11	1- 6
25 22	26 19	19 15	31 27
12-16 (5)	11-25	10-19	13-17
24 20	29 22	27 24 a	27 23
10-15 b	8-12	X 3- 8 (1)	17-22
27 24 c	22 15 (2)	24 15	23 16
15-19	4- 8	12-19	22-31
24 15	32 27	21 17	16 12

W. wins.

(a) "Brazilian" offers this move to correct play of Masterton and Izatt in game No. 73.

(1)

9-13	12-19	3-12	7-16
24 8	18 15	15 11	20 11

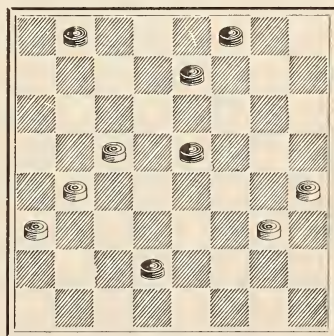
W. wins.

(2)

32 27	22 17	21 14	19 10
4- 8	2- 6	13-17	12-26
31 26	30 25	25 21	28 24
8-11	6-13	17-22	6-15
27 23	17 14	26 17	
6-10	10-17	11-15	

and we have this position:

(BLACK.)



(WHITE.)

White to move and draw.

Champion Smith lost to Mr. Reed by 14 10, but play instead

20 16*	26-22	7 2	30-25
26-31	17 13	23-26	14 17
24 20	22-18	2 6	23-19
31-26	14 10	26-30	13 9
16 11	15-19	6 9	
7-16	11 7	18-23	
20 11	19-23	9 14	Drawn.

E. Huntington.

(b) Mr. Maize claims there is no hope for Blacks after this move.

(c) He offers the following play to prove his claim:

22 17	23 14	21 14	28 19
15-22	16-19	19-23	6- 9
17 10	25 22	27 18	14 5
6-15	4- 8	15-22	7-10
26 17	22 17	32 27*	5 1
1- 6 (3)	7-10	2- 7	11-15
29 25	14 7	31 26*	1 6
8-12	3-10	22-31	
17 14	17 14	30 25	
9-18	10-17	31-24	W. wins.

(3)

15-19	8-11	7-11	19-23
17 14	21 17	21 17	6 2
9-18	16-20	15-18	11-15
23 14	17 13	22 15	2 6
11-15	1- 5	11-18	23-26
20 11	13 9	9 6	31 22
7-16	4- 8	2- 9	18-25
29 25	30 25 <i>d</i>	17 13	6 10
3- 7	11-16	8-11	15-18
25 22	25*21	13 6	14 9

W. wins.

(d) Why not 14 10 at once?—*Ed.*

(e) This corrects Robertson's "Guide."

(4)

23 18	11-16	21 17	22-25
9-13	20 11	7-11	29 22
27 24	3- 7	17 13	18-25
13-22	15 6	11-15*	2 7
24 15	8-22	13 9	15-18
16-19	17 13	15-18*	7 10
30 26	2- 9	9 6	19-23
7-10* <i>f</i>	13 6	10-15	
26 17	1-10	6 2	Drawn.

(f) This move also corrects Robertson's "Guide," but its value is destroyed by variation 3.

(5)

11-16	10-19	6- 9	20-27
29 25	23 16	26 23	21 14
8-11	12-19	9-13	15-24
18 15	17 10	31 26	26 22
11-18	6-15	13-17	27-31
22 15	27 23	16 11	22 17
10-19	9-14	3- 8	31-26
24 15	23 16	28 24	17 13
16-20	15-18	8-15	26-23
25 22	32 27	23 19	14 10
7-10	1- 6	18-23*	23-18
22 17 <i>g</i>	30 25	27 9	9 6

Drawn.

(g) Mr. Maize gives this as the choice move, though he also offers the following alternative:

27 24	3- 7	27 24	31-27
20-27	30 25	17-21	23 18
31 24	4- 8	26 23*	27-24
10-19	23 19*	21-30	18 15
24 15	7-10	15 11	6- 9
9-13	24 20	7-16	8 11
22 18	2- 7	20 4	13-17
1- 5	32 27	30-26	19 16*
18 9	14-17	24 20	12-19
5-14	21 14	26-31	11 16
28 24 <i>h</i>	10-17	4 8*	Drawn.

(h) In Robertson's "Guide," variation 11, Willie Gardner draws here with 23 18. Both moves correct Janvier's "Anderson," which gives 30 25—proven a loser by Mr. Gardner.

GAME NO. 81—CROSS.

Arranged especially for the REVIEW by John T. Hennigan, Groton, Mass.

11-15	7-14	9-13	5-14
23 18	24 20	18 9	25 22 <i>b</i>
8-11	6-10	5-14	3- 7 <i>a</i>
27 23	30 26	25 22	22 18
4- 8	11-15	11-15	14-17
23 19	26 23	29 25 <i>d</i>	21 14
10-14	15-24	15-24	10-17
19 10	28 19	22 18 <i>c</i>	32 28
14-23	8-11	1- 5	Drawn.
26 19	22 18	18 9	<i>A. D. P.</i>

(a) The critics of years ago found equally as much pleasure as those of the present day in showing authors what they "did not know," and Mr. F. Allen started in here to enlighten Mr. Spayth by:

10-15	15-19	12-19	2- 7
32 28	23 16	20 16	B. wins.

(b) This loses, but 32 28 would fare no better, as Black would win as follows:

32 28	14-18	20 16	13-17
24-27	19 16	7-10	7 2
31 24	12-19	16 11	9-13
3- 7	24 6	10-14	2 6
23 19	2- 9	11 7	17-22

B. wins.—*Robertson.*

(c) No hope for Whites here, for if 32 28, the Blacks win by:

32 28	28 19	19 10	31 27
2- 6	10-15	6-15	15-19

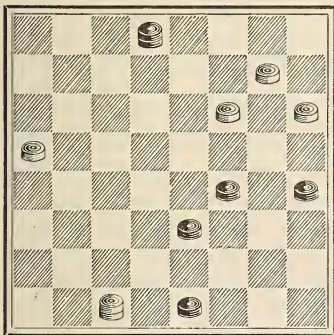
B. wins.—*McCulloch.*

(d) This seems to have been the unfortunate move, and John Robertson proposes to restore the draw as follows:

32 28	18 9	16 11	3 8
15-24	5-14	19-24	27-24 ^f
28 19	31 26	11 8	26 23
3- 7	11-15	24-27	24-27
29 25	19 16	8 3	32 18
7-11	12-19	27-31	
22 18	23 16	25 22 ^e	
1- 5	15-19	31-27	Drawn.

(e) This move is of essential importance, as 26 22 gives a gem problem by Fred. Allen.

(WHITE.)



(BLACK.)

Black to move and win.

2- 7*	12 8	16-12	8 4
20 16	24-20	8 4	15-18*
31-27	8 4	7-11	22 8
16 12	20-16	4 8	13-17
27-24	4 8	10-15*	B. wins.

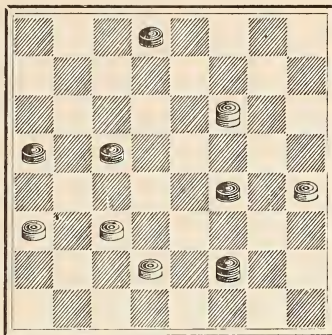
(f) "Very nice and easy", says a Mr. Morris in the *Boston Globe* years ago, "but try instead

10-15	15-19	or	and
8 11	11 15 ^g	11 16 ^g	B. wins."

(g) But those celebrated Scotch masters of cross-board play, Messrs. Campbell and Ferrie, concluded to vary here from the

Boston student and played

(BLACK.)



(WHITE.)

White to move and draw.

20 16* ^h	28-32	7 10	30-25
19-24	8 3	27-23*	22 18
16 12	32-28	10 17	24-19
24-28	3 7	23-30	14 10
12 8	28-24	17 14	Drawn.

(h) This draw is exceedingly neat. If any one can prove a sound Black win after this move I will pay his subscription to the *REVIEW* for one year.

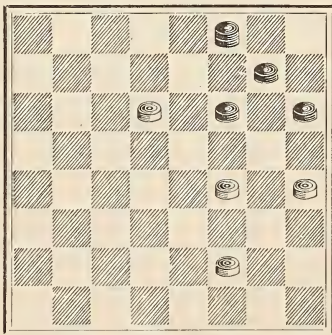
GAME NO. 82—BRISTOL.

GROTON, MASS., October 18, 1888.

American Checker Review:

DEAR HEFTER:—In connection with those pretty "Souter" endings in game 37, which in game 68 are credited to Mr. Terry, it may be worthy of note that the draw in No. 8 was given in the *Draughts Players' Weekly Magazine* for May 9, 1885, by Mr. J. Davidson, of Wick, Scotland, while the win of variation *e* of game 37 is embodied in the following lovely problem, published in the *Boston Globe* in September, 1882, by Mr. O. H. Richmond, Grand Rapids, Mich.:

(BLACK.)



(WHITE.)

White to move and win.

10 6	2 6*	23 18*	2 7
3- 7	10- 1	9-13	22-18
6 2	19 10	18 15	7 11
7-10	1- 5	13-17	12-16
27 23	10 7	7 2	11 4
11-15 <i>a</i>	5- 9	17-22	W. wins.

(*a*) 10-14, 23 18*, 14-16, 2 7, wins, as in variation *c* of game 37.

Our correspondent concludes his letter as follows:

I would like to add my mite to the "similar ending department," and beg to submit the following game:

11-16	18 9	11-15	28 24 <i>b</i>
22 18	5-14	26 23	16-20
16-19	22 17	19-26	17 13
23 16	6-10	30 23	20-27
12-19	25 22	7-11	31 24
24 15	4- 8	27 24	1- 6
10-19	27 23	3- 7	23 19
25 22	8-12	24 20 <i>a</i>	2- 7
8-11	23 16	11-16	22 17 <i>c</i>
29 25	12-19	20 11	7-11
9-14	32 27	7-16	B. wins.

(*a*) Loses; 23 19 gives White a good game.

(*b*) With colors reversed, we have a position similar to Problem No. 14 of REVIEW—an Edinburgh ending.

(*c*) 21 17 prolongs the battle.

Respectfully yours,

JOHN T. HENNIGAN.

GAME NO. 83—LAIRD AND LADY.

Game No. 74 has slightly stirred up our critics and the following variations are the consequent lynx-eyed results:

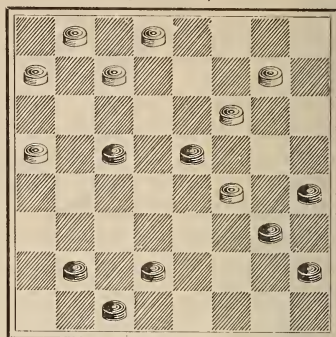
11-15	6-10	4- 8	2- 9
23 19	25 21	26 22	22 15
8-11	10-17	12-16	11-18 <i>b</i>
22 17	21 14	24 20	26 22
9-13	15-18	16-19	7-11 <i>a</i>
17 14	29 25	30 26 <i>c</i>	22 15
10-17	1- 6	6-10	11-18
21 14	19 15	15 6	14 10

W. wins.—*Drummond*.

(*b*) 9-18 loses.—*Drummond*.

(*a*) The following play not only corrects Drummond, but actually gives White the laboring oar. The position is:

(WHITE.)



(BLACK.)

18-23*	24 19	23-19	24 19
27 18	26-30	15 8	23-16
19 23	21 17	3-12	28 24
28 24	30-26	32 28	11-15
23-26	31 27	19-23	20 11
25 21	26-23	27 24	12-16
8-11	19 15	7-11	24 20

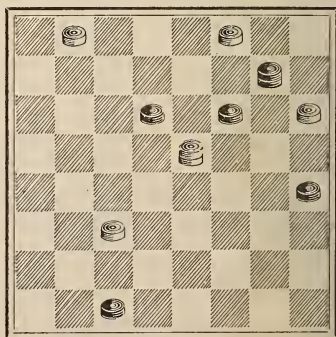
Drawn.—*J. P. Reed*.

(*c*) As this move can not sustain the White win, unless improved prior to note *a*, we submit a few more ideas on the 31 26 line.

31 26	28 24	9 6 <i>g</i>	6 9
6-10	5- 9	18-23*	14-18
15 6	24 19	6 2	9 14
2- 9	9-14	8-11	25-29
22 15	25 21 <i>f</i>	2 6	20 16
9-18 <i>e</i>	18-25	11-15	29-25
26 22*	27 9	19 10	16 11
19-23	11-18	7-14	25-22 <i>d</i>

(*d*) This was a clerical slip, 25-29* being the proper move. But Mr. Shecan sees only the published play and says "continue 14 10, 22-25, 10 15, 18-22, 15 18, and White wins." The position now is:

(WHITE.)



(BLACK.)

Black to move.

We suggest Black continue 23-26, 30 23, 25-29, 18 25, 29-22 and will give a Reed v. Campbell "Match" book for the best solution received.

(e) At this point Mr. Stevens varied with 11-18 and offered \$2.17 for the best solution sent Mr. Maize. But the latter gentlemen advises the withdrawal of the prize for this position, which calls for little or no skill, and rather to give it for the best play that will be received on 26 22* the sixth move of note c. What says Mr. Stevens?

(f) Mr. J. Sweeney, Rochester, N. Y., ventures the following correction:

15 10	7-10	25 21	31-24
14-17 (1)	6 2	22-26	10 7
22 15	10-14	19 15	3-10
11-18	2 6	26-31	6 22
10 6	17-22	15 10	W. wins.

(1)

11-15	16 12	17-26	25 22
19 16	14-17 (2)	20 16	18-25
8-11	10 6	11-20	27 2
			W. wins.

(2)

13-17	14-17	17-22	22-29
22 13	10 6	27 24	6 2
			W. wins.

(g) Under date of the 18th, Mr. Stevens, feeling exultant over the draw shown by Mr. Omelay, claims his ability to meet 32 27 at this point, also 15 10, as in note c. He finishes his letter with the following doggerel to Mr. Hodgson:

In a vision the Sassenach deftly found
Game 19 of the REVIEW was unsound;
In "his mind" he had a sure White win,
And deemed it a shame—a terrible sin—
To let it pass by and not cry, "Beware
Of the Yank's delusion—his hidden snare!"
So he published his win, notes and all,
With considerable vim and lots of gall;
Nor knew into what a pitfall he'd fell
Until he awoke, with a horrible yell,
To find in Game 74 his weak little play
Knocked into a cocked hat by Omelay;
And a shout is heard, "My boy, we're evens,"
By a Kansas chap, named Harry Stevens.

Solutions.

No. 119, by Richard Lyons.

B., 9, 13, 14, 15, 22*, 23, 27, 30*. W., 5*, 6, 7*, 16, 21, 24*, 28*, 29. B. to win.			
30-25	31 24	13-17	29 22
24 31	14-18	21 14	18-25
23-27	5 23	22-18	B. wins.

No. 120, by Andy Binhardt.

B., 5*, 9, 16, 21, 29*, 31*. W., 3, 6, 13, 15, 17*, 18, 27, 30. W. to win.			
18 14	9-18	13 9	14- 7
31-24	17 22	5-14	2 27
6 2	18-25	15 10	W. wins.

No. 121, by Hugh Haughey.

B., 3, 5, 12, 16*, 21, 23*, 24.		W., 9, 14, 15,	
19, 25, 30, 32.		W. to win.	
14 10	30 26	9 14	17 22
5-14	21-30	12-16	10-14
15 11	6 2	32 27	27 23
16- 7	30-23	16-19	
10 6	2 9	14 17	
23-16	3- 7	7-10	W. wins.

No. 122, by R. P. Martin.

B., 5, 19, 20, 25, 29*. W., 9, 26, 27, 28, 32*.			
W. to win.			
26 22	22 17	27 23	28 24
5-14	14-21	19-26	W. wins.

No. 123, by James P. Reed.

B., 7, 10, 15.	W., 9*, 12, 23.	W. to win.
9 13 <i>e</i>	14-17	9 14 15-19
10-14	8 3 (2)	11-16 17 22
12 8	17-21 $\left\{ \begin{smallmatrix} b \\ c \end{smallmatrix} \right.$	14 17 19-26
7-11	3 8 <i>a</i>	25-30 12 19
13 9 <i>d</i>	21-25 (1)	8 12 W. wins.
(1)		
11-16	9 14	21-25 19 23
8 12	19-26	14 17
15-19	12 19	26-30 W. wins.

(a) If 9 14; 11-16, 14 17, 15-19 draws.

(b) If 11-16; 3 8, 15-19, 9 13 W. wins.

(c) If 17-22; 3-8, 11 16, 8-12 W. wins.

(2)

9 13	11-16	8 3	16-20
17-21	17 22	19-26	31 27
13 17	15-19	22 31	21-25
			Drawn.
			(d) If 8 3; 11-16, 3 8, 15-18 draws.
			(e) If 9 6; 10-14, 12 8, 7-11, 8 3, 11-16 draws.

No. 124, by O. H. Richmond.

B., 2, 26*. W., 5, 18, 29. W. to win.			
5 1*(1)	18 15*	29 25*	1 5
26-22	2- 7	22-29	W. wins.
(1)			
18 14	22-17	9 5	2- 6*
26-22	14 9	14-10	
5 1	17-14	29 25	Drawn.

No. 125, by Dr. W. B. Banks.

B., 1, 5. W., 20*, 21. B. to move, W. to win.			
1- 6	13 9	10-14	27 23
20 24	14-18	6 10	26-30
6-10	9 6	14-18	14 17
21 17	18-22	10 14	25-29
5- 9	6 2	18-22	17 21
17 13	22-26	24 27	
9-14	2 6	22-25	W. wins.

No. 126, by L. M. Stearns.

B., 1, 3, 10, 14. W., 6, 16, 20, 23, 26. B. to draw.			
10-15	23 16	3-12	2 6
16 11 (1)	10-15	11 7	26-30
1-10	16 12	19-23*	6 9
26 22	15-19	7 2	30-26
15-19*	12 8 a	23-26	Drawn.
(1)			
6 2	23 19	26 22	
15-18	28-23	23-26	Drawn.
(a) If 20 16 or 11 8; 19-24* draws.			

No. 127, by L. B. Starkweather.

B., 3, 6, 9, 12, 17, 18, 26*. W., 2*, 8*, 15, 20, 27, 28, 29. W. to win.			
15 10*	3-12	24 20*	18-22
6-15	6 31	27-32	20 16*
20 16	19-23 (1)	31 26	19-23
12-19	27 24	15-19	31 27
2 6	23-27	26 31*	W. wins.
(1)			
18-22	19-23	15-24	23-26
27 24	24 19	28 19	29 25
W. wins.			

No. 128, by J. A. Fowler.

B., 5, 11, 12, 21, 22*. W., 10, 14, 20, 24, 28. W. to draw.			
10 7	7 3	16 23	19 15
22-18	6-10	11-16	11- 7
14 10	3 8	20 11	28 24
18-15	10-15	15- 8	25-30
7 3*	8 12	24 19	24 20
15- 6	16-19	8-11	30-25
3 7*	12 16	23 18	15 11
12-16	21-25	5- 9	Drawn.

No. 129, by Charles Hefter.

B., 7, 10, 14, 15, 18*. W., 8*, 16, 20, 21, 24. B. to win.			
7-11*	15-19	14-17	18- 4
16 7	24 6	21 14	B. wins.

No. 130, by F. Wolf.

B., 3, 11, 12, 27*. W., 5, 19, 20, 24. W. to draw.			
5 1	27-20	1 6	7-11
11-16	19 15	16- 7	
20 11	20-16	6 2	Drawn.

No. 131, by W. T. Kerr.

B., 1, 3, 10, 16, 18, 20, 23, 26. W., 2*, 4*, 12*, 17, 19, 25, 28, 29. B. to win.			
10-15	12 19	26-31	2 9
19 10	1- 5	19 26	5-21
18-22	25 18	31- 6	B. wins.

No. 132, by R. P. Martin.

B., 2*, 3*, 16*, 18, 22*. B., 9*, 10, 12*, 15*, 19. W. to win.			
10 6	9 5	5 14	15 11
16-23	2- 9	3- 7	W. wins.

The headquarters of the Chicago Checker Club are in the rear of cigar store, 159 South Clark street. Strangers will be welcome there at any time.

THE
American Checker Review,

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, NOV. 15, 1888.

No. 16.

FURTHER IMPROVEMENTS.

OUR readers will no doubt remember with what reluctance and extreme caution the publication of the REVIEW was undertaken. The resident editor, manager and publisher, partially foreseeing the time it would require, the care that must be bestowed, and the duties it would involve, would not announce the great undertaking until they believed Mr. Reed's residence had been permanently fixed in Chicago. His thorough knowledge of games and splendid analytical abilities were fully considered, and deemed of absolute importance by his co-workers, whose entire time was required in their business duties.

But, unfortunately, shortly after our announcements were sent to the draughts public, our game editor was called away to Pittsburgh, and, however willing and anxious he has always been, his share of the work has almost entirely devolved upon Messrs. Hefter and Baker. The former is compelled to compile and annotate all games, in addition to his editorial and problematical duties, while Mr. Baker must devote hours of patient study to the revision and correction of material and proofs, in addition to his managerial duties, while Mr. Roberts and Mr. Baker give their combined care to

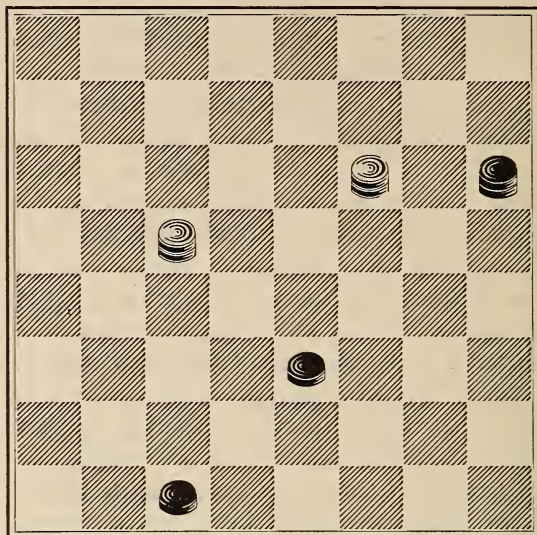
the style and appearance of the magazine. We fully appreciate the manner in which our efforts have thus far been received, and we regret that we have not been able to properly acknowledge the many flattering and encouraging letters and notices that have poured in upon us from all sides. In order to lighten our labor a trifle, we now propose to adopt any improvements tending to that end. The first one of importance, which we offer after long consideration, is the plan of publishing solutions in the same issue in which the problems appear. This will make each number a *complete book* in itself; make it of readier reference to those who take pleasure in studying solutions, and enable us to annotate the figures and illustrate the fine points which are ordinarily lost to the student. To accomplish this, we have published all the solutions up to date in this issue, though hereafter the space occupied will not be more, if as much, as heretofore. This change will lessen our work considerably, and, we trust, will be agreeable to our problem-solvers and critics.

One-half the stake-money—\$500—has been deposited with Mr. Robt. McCall for the coming match between Messrs. Barker and Smith; the remainder to be deposited by December 21.

PROBLEM NO. 153.

BY MESSRS. FARRELL, CALVERT, BELDEN AND HEFTER.

WHITE.



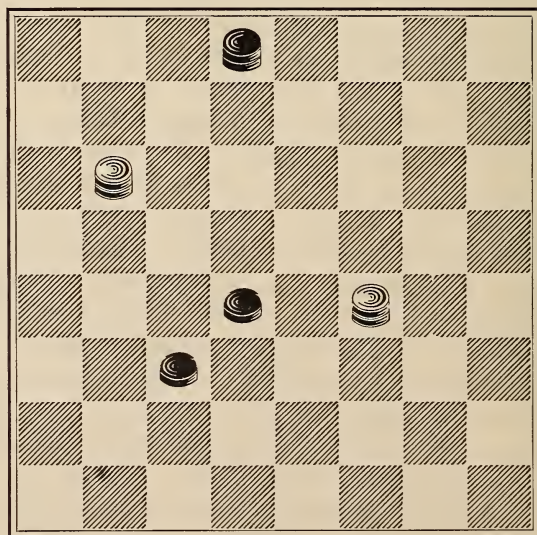
BLACK.

Black to move and win.

PROBLEM NO. 154.

BY MESSRS. FARRELL, CALVERT, BELDEN AND HEFTER.

WHITE.



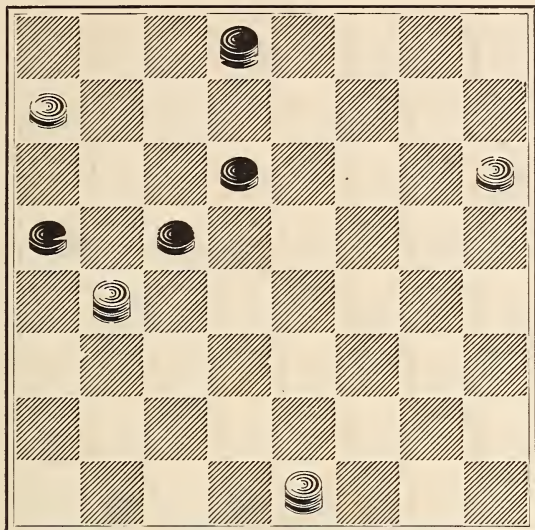
BLACK.

Black to move and win.

PROBLEM NO. 155.

BY MESSRS. SHEEAN AND BELDEN.

WHITE.



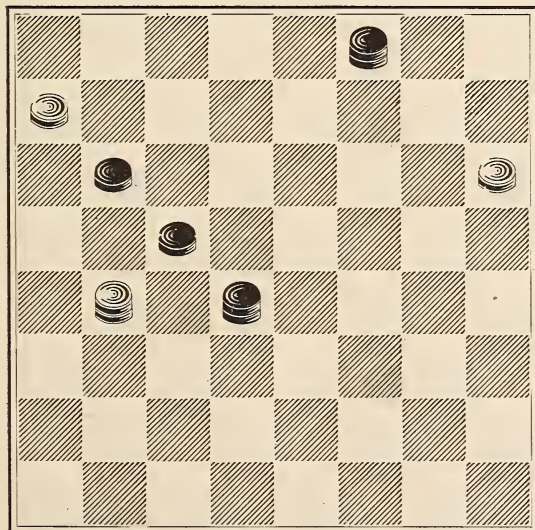
BLACK.

Black to move and draw.

PROBLEM NO. 156.

BY CHAS. HEFTER, PROBLEM EDITOR.

WHITE.



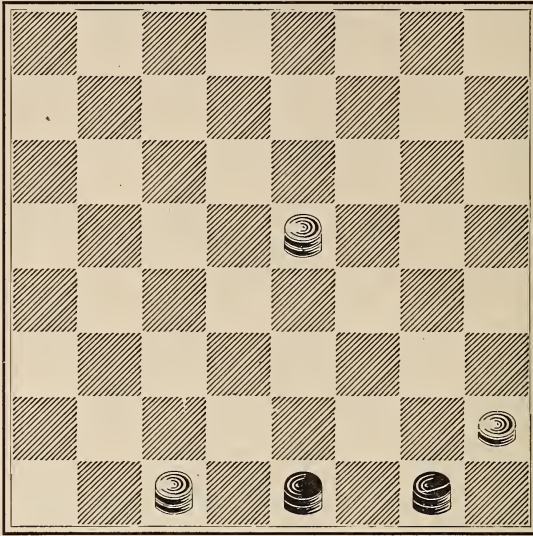
BLACK.

Black to move and draw.

PROBLEM NO. 157.

BY CHAS. HEFTER, PROBLEM EDITOR.

WHITE.



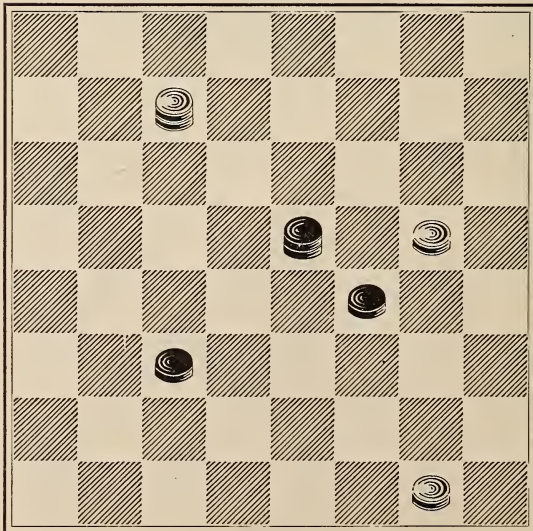
BLACK.

White to move and win.

PROBLEM NO. 158.

BY W. C. BELDEN, CUCAMONGA, CAL.

BLACK.



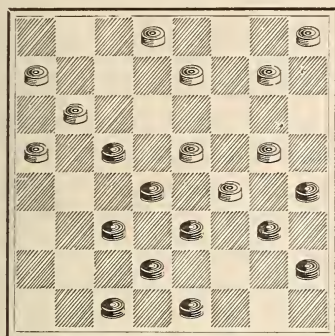
WHITE.

White to move and draw.

The following problems are by Mr. A. E. Burnett, Lyons, N. Y.

PROBLEM NO. 159.

(WHITE.)



The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
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E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

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CHICAGO, NOVEMBER 15, 1888.

OUR PROBLEMS.

READERS will please note errors in consecutive numbers of problems in No. 15. The correct numbers are restored in this issue.

Problems Nos. 153 and 154.—Messrs. Calvert, Belden and Hefter have been scanning Mr. Farrell's No. 113 very critically, and disagree with the author's conclusions. We have restored the problem, with the new conditions, giving all parties equal credit, as we do not coincide with the conventional system of depriving the original author of *all credit* for his analysis because of a slight flaw, though it entirely upsets his claims and conclusions.

Problems No. 155, 156 and 157.—Messrs. Sheean and Belden take issue with Mr. Finn in Game No. 77 at the fifteenth move of variation 2. Their play will prove very interesting. In trying to restore Mr. Finn's conclusions we slightly varied from his critics and obtained Problem No. 156, and when writing our solution brought about Problem No. 157. Singularly enough we had a composition from a prominent problemist, with the same ending, but claiming a draw. We presume he will be somewhat astonished at discovering his error.

Problem No. 158.—In Game No. 78, variation 2, page 165, we drew particular attention to the end game play and invited criticism. Mr. Belden responds, claiming a draw at conclusion of the play. It is exceptionally neat and instructive, and is especially commended to students.

DRAUGHTS BIBLIOGRAPHY.

BY T. W. ROPER.

There is an individual of considerable notoriety gravitating to most draught circles, who forswears all help from the books, and denounces all—to use a familiar formula—"book-study." This benighted individual is afflicted with a sort of bilio-phobia. He "never looks at a book;" "don't believe in 'em;" "knows nothing of book-play;" "dcn't want to;" "your book-player is unsound, flat, stale, and not original," etc. This gentleman, therefore, leaves you to infer that *he* is quite an original player—indeed, *very* original. The profundity of his strategy, the mechanism of his *coups*, are all the outcome of his own brain. But perhaps you may be ungenerous enough to suppose that his eccentric aversion to "books" is mainly the sluggard's dread of the vast armies of figures which comprise such as "Bowen's Authors" or "Janvier's Anderson;" or perhaps it is the old story of the fox and the grapes. It is,

however, beside our present purpose to descant upon the merits or demerits of the no-book policy, or the idiosyncracies of the individual who upholds it; rather would we contrast with him the player who seeks to do things thoroughly, and not by halves; who diligently searches the authorities for verification, or systematically studies them for improvement and edification.

There are players among us, however, who, in the pursuance of their hobby, devote more time to the mere collecting of old and new draughts works; this, with the view of observing the history and literature of our game, rather than the elucidation of the remote ramifications of figure notation contained therein. There is no doubt that we have among our votaries, veritable book-hunters—bookworms, bibliophiles, or bibliomaniacs, as one is likely to term them—according to one's own sympathies in that direction. This passion is as old as the books themselves, and, apart from the sentimentalism which surrounds it, results in great service being rendered in getting together and preserving materials which are useful both from a practical point of view as well as a literary or historical. It is a common thing for wiseacres to say, "Why pay a high, fancy price for a first or early edition of a work, when a clean, well-printed modern emendatory edition can be bought for a fraction of the price?" But your knowing book-hunter knows better, and can give you a reason for the faith that is in him. In the first place, early editions published during a great author's lifetime, and under his own supervision, have authentic texts. You can also better trace by the help of an old edition the author's tastes, talents, etc., a history of his times and contemporaries. Then it is surely interesting and valuable to compare an author's work with later emanations, and note his fallacies and failings. Again, outside all practical utility, old books are considered literary relics, and as such are sacred and dear. There is a charm, too, in acquiring or accumulating old literature which is akin to the great store set by rare coins and specimens by the antiquarian.

It is sentiment, then, that makes us feel a lively affection for the rare old writings of Antonio Torquemada (1547),

Juan Garcia Canalejas (1610), Pierre Mallet (1668), Thomas Hyde (1694), William Payne (1756), William Painter (1787), Joshua Sturges (1800), or Anderson's "First" (1818); sentiments that seem to connect us with great players long ago dead—their hands grasping ours across the ages. Such is an apology for the collecting of draughts works; but the best defense of the taste would be a list of the names of great collectors—an array of mighty book-hunters.

The largest draughts library in the world is that of the late Mr. J. W. Rimmington Wilson, of Broomhead Hall, Bolderstone, near Sheffield. This contains rare and valuable specimens. It was entailed, and consequently is still in possession of the family, intact. Though we have no certain knowledge of recent works being added, we believe it yet merits the distinction of being the largest in the world. The next is that of Mr. J. Hedley, of Leeds. For the last four or five years this gentleman has abstained from competing in the bibliographical arena; but his collection is still of considerable magnitude, and is unique on account of its being the only one containing translations of rare Spanish, Italian and Russian treatises. Libraries next in importance are located in America, and belong to Messrs. A. J. Dunlap (New York), and J. D. Janvier (Newcastle, Del.) The latter includes MS. arrangements of all published play on the English game; as also does the one formerly belonging to the late Mr. R. E. Bowen (Milbury, Mass.), but which passed into the hands of Mr. M. F. Clouser (New York). Mr. G. J. Lambert, of Oxford, England, was at one time prominent as an energetic and enthusiastic collector. He has, however, retired from bibliophile pursuits for some time, and has disposed of his collection. Mr. F. N. Johnson, of Chicago, was, if not now, an ardent collector. Mr. R. M. Ross, Calcutta, was known to be an enthusiastic collector. Many years ago he possessed all the standard English works and several foreign treatises, so that his library now must, in point of magnitude, rank equal with any of our British bibliophilists. Splendid draughts libraries are possessed by Dr. T. J. Brown, of Seaforth; Mr. Barker Woolhouse, of London; Mr. F. Boustead, of Bootle; Mr. Jas. Smith, of Spennymoor, and Mr. W. Gard-

ner, of Leeds. Some of our Scottish votaries, too, we believe, are displaying great zeal in collecting treatises; but any uncertainty on this point we will leave for our North British contemporaries to dispel.

AJEEB, THE AUTOMATON.

We received the following interesting letter from Prof. Fitzpatrick:

DENVER, COL., NOV. 6, 1888.

American Checker Review:

I notice in the REVIEW quite a considerable amount of gossip about Ajeeb. He is unquestionably a very strong player, especially in his end play, where I lost my games—one an “Old Fourteenth” the other a “Whilter.” I don’t believe that it is possible or probable that Barker is the brains behind the scenes. But it is someone who is wonderfully well posted on the “Old Fourteenth,” “Ayrshire Lassie,” “Glasgow,” “Whilter,” and “Single Corner.”—Black sides. His readiness in playing an intricate position, his thorough acquaintance with new published and unpublished play, show him to be a fine player. He lost quite a number of games to inferior players, which is not like Barker. Indeed, the idea that Barker, on the eve of a match with Smith, would engross his time and attention in playing only one side of the game, is not in keeping with my idea of Barker’s shrewdness.

There never was any prospect or idea of a match on my part. I would have liked a friendly match with Ajeeb could it have been played quietly, and I would cheerfully have endured some loss for the satisfaction.

Unquestionably the player is concealed in the figure. Those interested will find in Edgar A. Poe’s prose works, a description of Maelzel’s chess automaton, which will fit exactly the present Ajeeb.

I have whiled away some leisure hours with Mr. R. A. Gurley—our score being Fitzpatrick 34, Gurley 2, drawn about 20. I expect to meet George Dick in a few days. With kind regards, I remain,

Very sincerely yours,

FRANK A. FITZPATRICK.

We will comment further on the above subject in our next issue.

GAMES.

GAME NO. 84—BRISTOL.

By A. H. Mercer, Buffalo, N. Y.

11-16	10-19	5-14	18-25
24 20	27 23 <i>d</i>	23 16	16 12
16-19	8-12	12-19	25-30
23 16	25 22	26 23	12 3
12-19	9-14 <i>c</i>	19-26	30-26
22 18	22 18	30 23	15 10
10-14	6- 9	10-15	26-23
18 15	29 25	23 19 <i>a</i>	3 8
14-18	1- 6	15-24	23-18
27 23	25 22	28 19	10 7
18-27	6-10	3- 8 (1)	18-14
32 16	16 11	19 15	7 3
7-10	9-13 <i>b</i>	14-18	
31 27	18 9	20 16	Drawn.

(a) Solution to Problem No. 133, and corrects variation 501 of Bowen’s “Bristol,” where Mr. Heffner allows Black to score a win, as follows:

28 24	8-12	19 10	28-32
3- 8	23 19	12-28	
20 16	14-18	22 15	B. wins.

(1)

2- 6	3- 8	6-10	8-11
20 16	11 7	7 3	Drawn.

(b) This move allows Mr. Mercer’s neat draw. We suggest the following to sustain the win:

3- 8*	26 19	4- 8	30 26
23 16	8-24	22 17	14-18
14-23	28 19	9-14	B. wins.

(c) Messrs. Wyllie and Mercer played as follows in 1874:

4- 8	25 22	11-15	17 13
29 25	2- 7	16 11	14-18
9-14	30 25	7-16	13 6
22 18	8-11	20 11	18-25
6-10	22 17	6- 9	26 22
18 9	1- 6	23 16	19-24
5-14	25 22	12-19	Drawn.

(d) The important point for consideration, as 27 23 appears to lose, and 27 24 loses also according to Wyllie, but J. A. Mugridge draws, as follows:

16 12	6-31	18 14	22-26
19-23	30 26	10-17	24 20
27 18	31-22	21 14	26-30
3- 7	25 18	13-17	10 7
12 3	1- 6	14 10	2-11
9-13	20 16	17-22	16 7
3 10	6-10	28 24	Drawn.

GAME NO 85—WHITE DYKE.

By A. H. Mercer, Buffalo, N. Y.

11-15	31 26	10-17	9 6
22 17	9-18	22 13	24-27 <i>b</i>
8-11	23 14	7-10	22 18
17 14	16-23	26 22	7-11
9-18	26 19	3- 7	18 9
23 14	8-11	23 18	11-15
10-17	25 22	10-14	6 2
21 14	11-16	18 9	15-24
4- 8	27 23	5-14	2 7
24 19	16-20	25 21 <i>a</i>	10-15
15-24	32 27	2- 6	7 11
28 19	1- 6	27 23	15-19
11-16	29 25	6-10	23 16
26 23	6-10	13 9	12-19
6- 9	30 26	20-24	11 16

W. wins.

(a) Solution to Problem No. 134.

(b) Only when reading proof did we notice that Mr. Mercer overlooked 14-18, 22 15, 12-16, drawn.—*Prob. Ed.*

GAME NO. 86—EDINBURGH.

By F. Tescheleit, London, England.

9-13	31 22	26-31	15 11
22 18	6- 9	15 10	22-25
10-15	32 28	13-17	11 15
25 22	7-10	21 14	25-30
6-10	14 7	9-18	15 11
18 14	3-10	7 11	30-25
10-17	30 25 (1) <i>a</i>	5- 9	11 15
21 14	4- 8	11 15	25-22
15-19	28 24 (3) <i>b</i>	18-22	15 11
24 15	16-20	10 7	22-18
11-25	18 15*	9-14	19 15
29 22	2- 6	7 3	18-14
1- 6	22 18 (4)	14-17	15 19
22 18	9-13	3 7	14-10
13-17	25 21*	17-21	11 15
28 24	12-16	7 11	10- 7
12-16	19 3	21-25	19 16
24 19	10-26	11 16	7- 3
8-12	3 7	25-30	16 11
26 22	6- 9	16 19	26-22
17-26	18 15	30-26	15 19

Drawn.

(a) Corrects Game No. 58 at "c."*(b)* Solution to Problem No. 147.

(1)

30 26 (2)	4- 8 <i>c</i>	19 15 <i>d</i>	19-24
10-14	24 20	16-19	
28 24	8-11	15 8	B. wins.

(c) 9-13 may win.—*Ed.**(d)* But we think White could draw by

27 24	19-28	7 2	15-19
2- 7	8 3	32-27	18 9
19 15	7-10	2 6	27-25
16-19	3 7	10-15	9 6
15 8	28-32	6 13	Drawn.

(2)

28 24	2- 9	15 10	9-18
16-20 (7)	30 25	8-12*	22 15
18 15*	4- 8*	20 7	16-19
9-14 <i>e</i>	19 15	14-18*	15 10
15 6	12-16*	23 14	Drawn.

(e) Solution to Problem No. 148.

(3)

25 21	9-14	17 13	2- 6
8-11	18 9	11-15	
22 17	5-14	28 24	B. wins.

(4)

22 17 (5)	8-15	22 18	5- 9
9-13	19 1	25-30	1 5
17 14 A	17-21	18 15	9-14
10-17	25 22	30-26	5 9
15 11	21-25	23 19	26-23

B. wins.

(A)

25 22	10-26	22 18	30-26
12-16	17 14	6- 9	18 15
19 3	26-30	14 10	9-14

B. wins.

(5)

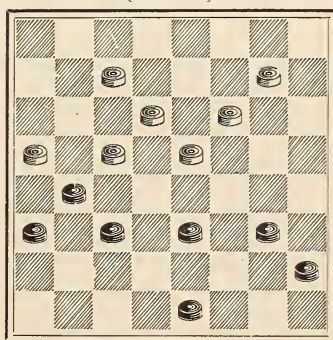
15 11	9-13	25 22	6- 9
8-15	11 7	21-25	15 11
23 18	14-17	18 15	30-26
10-14	22 18	25-30	18 15
18 11	17-21	22 18	9-14

B. wins.

(7)

4- 8 24 20 (8) 8-11 30-25
and we have this neat position:

(WHITE.)



(BLACK.)

Black to move and draw.

2- 6*f	11-18	9-14	12-16
18 15	20 11	22 15	Drawn.
(f) If 9-14, 18 9, 5-14, 27 24 and W. wins.			
(8)			
18 15	9-13	25 22	30-26
9-14	19 15	21-25	23 18
15 6	11-18	22 18	16-20
2- 9	20 11	25-30	24 19
24 20	14-17	18 14	26-23
8-11	22 15	12-16	15 10
30 25	17-21	27 24	Drawn.

Solutions.

No. 133, see Game 84.

No. 134, see Game No. 85.

No. 135, by M. H. C. Wardell.

B., 1, 5, 7, 20.	W., 8, 9, 14*, 30.	W. to win.
8 3	18 20	23 18 15 19
7-11 (1)	14-18	30-25 26-31
30 26*	3 7	18 14 18 23
20-24	18-23	25-22 13-17
26 23*	20 24	7 10 19 24
11-16	23-26	22-26 17-22
23 19*	24 19	14 18 24 20
16-23	26-30	5- 9 22-25
14 18	19 23	10 15 23 27
5-14	1- 5	9-13 W. wins.
(1)		
7-10	20-24	27-23 19-23
14 7	18 22	19 16 12 8
5-14	24-27	23-19 23-19
7 10	30 26	16 12 8 3
14-17	27-31	19-15 19-23
10 14	26 23	3 7 3 7
17-21	31-27	15-19
14 18	23 19	7 10 W. wins.

No. 136, by Dr. W. B. Banks.

B., 4, 5, 19, 21.	W., 12, 29, 31, 32*.	W. to win.
32 27	28-32	11 7 13-17
5- 9	19 15	16-11 23-26
31 26	32-28	7 2 24-27
9-13	31 26	11-16 15 18
27 31 a	28-24	2 7 27-31
19-24	26 23	16-20 26 30
26 23	24-20	7 11 31-27
24-28	15 11	20-24 18 22
23 19	20-16	11 15 W. wins.

(a) The *fancy move* apparent here would only draw as follows:

26 23*	13-17 b	17 14	23-27
19-26	31 13	23-19	15 11
29 25*	30-26	14 10	27-23 b
21-30	13 17	19-23	12 8
27 31	26-23	10 15	23-18 b

Drawn.

(b) Any other moves would lose.—Ed.

No. 137, by L. M. Stearns.

B., 1, 23, 24, 25*.	W., 13, 19*, 21.	B. to win.
23-26	24 28	23-19 32 27
19 28	14-18	21 17 16-11
25-22	28 22	24-20 27 24
13 9	18-23	28 32 11- 7
22-18	32 28	19-15 24 19
28 24	31-27	32 27 7-10
18-14	28 32	15-18 19 24
9 5	27-24	27 32 18-14
26-31	32 28	20-16 B. wins.

No. 138, by L. M. Stearns.

B., 11*, 14, 19*.	W., 13*, 26, 28.	B. to win.
11-15 a	10-14	18-22 15-11
13 9	9 5 c, d	26 23 24 20
14-18	19-15	17-14 26-31
9 13 b	5 1 (1)	1 6 19 16
15-10	14-17	22-26 11- 8
13 9	28 24 e	23 19 B. wins.

(a) The same result is accomplished by 14-18, 13 9, 11-15. This does not make the problem unsound, as the result is accomplished by *only one method or way*.

(b) If 9 14 or 9 6; 18-23, 26 22, 15-18 wins.

(c) If 9 13; 19-16, 28 24, 16-20 wins.

(d) If 9 6; 18-23, 28 24, 23-30, 24 15, 14-10 wins.

(1)

28 24	10-15	16 11	23-26
15-10	20 16	18-23	11 7
24 20	15-19	26 22	26-30

B. wins.

(e) Mr. Stearns omitted play on 15 here, which, though doubtless a loss, is nevertheless, the best defense.

No. 139, by L. Bradley.

B., 15, 22*, 24.	W., 23, 30, 32*.	W. to win.
32 28	30 26*	28 32 23 18*
24-27	22-31	31-26 W. wins.

No. 140, by L. Bradley.

B., 8, 24, 31*. W., 16, 32*. W. to draw.

32 28 16 11 *a* 28 32

24-27 8-15 15 18 Drawn.

(*a*) The same result is accomplished by
16 12, 8-11, 28 32, causing a serious blemish.

No. 141, by L. Bradley.

B., 14, 22*, 24. W., 21, 30, 32*. W. to win.

32 28 30 26 28 32

24-27 22-31 W. wins.

No. 142, by L. Bradley.

B., 3, 11, 12, 17. W., 18, 19, 20, 26. W. to win.

19 15 30-25 6 2* 32-25

3- 8 23 19 11-15 3 7

15 10 25-22 2 7 28-24

17-21 18 14 15-24 7 10

10 7 22-18 7 14 24-28

21-25 14 9 24-28 15 11

7 3 18-14 14 18 8-15

25-30 9 6 28-32 10 19

26 23 14-10 18 15 W. wins.

No. 143, by L. Bradley.

B., 2, 8, 12, 15, 19, 23*, 26*. W., 1*, 17*,
20*, 22, 25*, 28, 20. B. to win.

2- 6 15 8 23-30 3 7

1 10 12-16 8 3 17-14

15-18 20 11 30-25* 7 3

22 15 19-24 29 22 14-10

8-11 28 19 26-17 B. wins.

No. 144, by L. Bradley.

B., 1*, 9, 12, 15, 19*. W., 4*, 10, 11*, 20*, 28.
B. to win.

12-16 9-14 19-15 15-10

11 18 18 9 8 12 24 20

1- 5 5-16 16-11 10- 7

20 11 4 8 28 24 B. wins.

Our readers will please note error in
consecutive numbers of problems in No.
15. The correct figures are here restored.

No. 145, by W. W. Avery.

B., 2, 22*, W., 5, 14, 29. W. to win.

14 9* 25 22 1 5 17 14*

22-17 14-10 14-10 6-13

29 25* 5 1 22 17 14 10

17-14 10-14 10- 6 W. wins.

Students will please compare this with
solution of No. 124, variation 1, and note
the *seemingly important difference*, which,
however, proves Mr. Richmond's position
unsound.

No. 146, by Joseph Yates.

B., 2, 5, 7, 11, 12, 15, 19, 26. W., 14, 16, 20,
22, 25, 28, 31, 32. W. to win.

25 21 *a* 18-25 20 16 26-31

2- 6 (*j*) 17 13* 25-29 7 11

14 10 9-14 16 11 31-26

7-14 7 2 29-25 11 15

16 7 14-18 11 7 19-23

6- 9 2 7 25-22 13 9

22 17 18-22 7 2

14-18 7 10 15-18

31 22 22-26 2 7 W. wins.

(*a*) Corrects M. Atkinson's new "Bris-
tol," variation 17, A, nineteenth move,
I. D. M. for July, where 22 17 is given to
draw.

(1)

19-23 (2) 12-19 5-14

14 9 22 17 17 3 W. wins.

(2)

26-30 19-23 12-19

22 17 31 26 28 24 W. wins.

No. 147, see Game 86.**No. 148, see Game 86.****No. 149, by Richard Lyons.**

B., 1, 12, 14, 15, 19, 21*, 25, 32*. W., 6*,
10, 11*, 13, 20, 24, 26, 28, 30. B. to win.

14-17 12-16 17-22 1-19

11 18 20 11 26 17

32-27 27-24 21-14

2 15 28 19 30 21 B. wins.

No. 150, by R. Lyons.

B., 3, 8, 14*, 15*, 30*, 32*. W., 2*, 5, 9, 13, 20, 24, 26. W. to win.			
5 1	30-23	6 10	32-23
14- 5	13 9	14- 7	24 19
1 6	5-14	2 27	W. wins.

No. 151, by J. A. Fowler.

B., 2, 9, 13*, 14, 15, 19*. W., 5, 10*, 21, 22, 29, 31. B. to win.			
14-17	29 22	2- 6	31 27
21 14	15-18	10 1	13-17
9-25	22 15	19-10	B. wins.

In the diagram the white piece on 5 should not have been a king.

No. 152, by R. P. Martin.

B., 10, 11, 13*, 19, 22, 23, 26. W., 7*, 8, 14, 16*, 17*, 20, 21*, 29. B. to win.			
26-31	14 18	15-11	32 28
17 26	13-17	27 23	11-16
10-17	18 15	3- 7	28 19
21 14	17-14	23 18	16-23
23-30	16 12	7-10	12 8
16 23	8- 3	18 23	23-26
31-26	15 19	10-15	8 4
7 16	14-18	23 27	30-25
26- 3	19 24	15-19	
20 16 (1)	18-15	27 32	
3- 8	24 27	19-24	B. wins.

(1)

14 18 (2)	26-23	25 21	23-18
30-26	29 25 (3)	17-22	20 16
18 15	13-17	15 10	B. wins.

(2)

14 10	22 18*	10 17	11 8
30-26	26-23	13-22	3- 7
29 25	18 15*	20 16	8 4
13-17	22-18	22-18	15-11
25 22*	15 11	16 12	
17-13	18-14*	18-15	B. wins.

(3)

15 19	20 11	29 25	25 22
23-16	13-17	17-21	21-25
			B. wins.

No. 153 and 154.

3- 7 (5)	25-30*	10-15	19-23
22 18	19 24	18 22 (1)	16 11
7-11 (4)	30-26 (2)	11-16	31-27 a
19 24	24 19	24 20	11 18
21-25 (3)	26-31	16-19	27-32
24 19	19 24	20 16	W. wins.

Calvert v. Belden.

(a) The *trifle* overlooked by Mr. Farrell in his solution to Problem No. 113.

(1)

18 14	16-19	20 16	26-30
11-16 b	14 10	19-23*	B. wins.
24 20	31-26*	10 19	<i>Heftcr.</i>

(b) Solution to Problem No. 154.

(2)

10-15	20 16	19-24	15 19
18 22	19-23	22 26*	32-28
11-16	16 11	23-27	19 23
24 20	15-19	26 31	Drawn.
16-19	11 15	27-32	<i>Farrell.</i>

(3)

10-15	11-16	16-19	21-25
18 14	24 20	14 10	20 16
			Drawn.— <i>Farrell.</i>

(4)

21-17	18 15	10-14	19 16*
			Drawn.— <i>Farrell.</i>

(5)

3- 8 (6)	10-14 (7)	8-11	14-18
19 16	16 12	22 17	12 8
			Drawn.— <i>Farrell.</i>

(6)

10-14	14-17	21-25	22-26
19 23	18 14	19 15	9 6
3- 7	17-22	25-30	Drawn.
22 18	23 19	14 9	<i>Farrell.</i>

(7)

8-12	11 7	16-19	6 9
16 11	12-16	2 6	Drawn.
10-14	7 2	19-24	<i>Farrell.</i>

Nos. 155, 156 and 157 will appear as a game in our next issue.

No. 158.

16 12*	11-15 (1)	2 7	
15-11	6 2*	22-26	
32 27*	15-18	7 11	Drawn.
			(1)
22-25	11- 4	4- 8	
12 8*	6 10	10 15	Drawn.

THE
American Checker Review,

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, NOV. 23, 1888.

No. 17.

OUR PROBLEM TOURNAMENT.

All the problems in this issue are entered in competition. We are pleased to draw attention to the fine strokes of Mrs. Annie Lyons, Sunderland, England, our first contribution from the gentler sex. Our strokes are now finished, and only a few more end games remain, all of which will be given in No. 18. We repeat the full list of prizes.

Award No. 1.—Baker-Reed's "Alma" book and Gould's "Gilt Edged" Match book, for end game; total pieces not to exceed four.

Award No. 2.—Five dollars for end game; total pieces not exceeding six, nor less than five.

Award No. 3.—Five dollars for end game; total pieces not exceeding eight nor less than seven.

Award No. 4.—Five dollars for end game; total pieces not exceeding ten nor less than nine.

Award No. 5.—Five dollars for end game; total pieces not exceeding twelve nor less than eleven.

Award No. 6.—Frank Dunne's "Guide and Companion" and Frank Dunne's "Campbell v. Reed Games" for best stroke problem.

Award No. 7.—"McCulloch's Guide," in cloth for second best stroke problem.

Award No. 8.—"McCulloch's Guide" in paper, Strickland's "Single Corner," and McCarrick's "Lessons" for third best stroke problem.

Award No. 9.—Two dollars and seventeen cents for the poorest problem, of not more than eight pieces, offered in competition.

Award No. 10.—Lyman's "Book" and Gould's "Book of Problems" for best end game in tourney irrespective of number of pieces.

A few of our prize donators have failed to forward their contributions. We kindly request them to give the matter their immediate attention.

AJEEB, THE AUTOMATON.

Responding to Prof. Fitzpatrick's letter in No. 16, we can only add that the manager of Ajeeb, now at the Eden Musee, admits that Chas. F. Barker passed through Chicago immediately after the automaton's removal from Kansas City. The Turk now covers the person of Chas. F. Moehle, one of the most brilliant chess players of America, who, during the Kansas City engagement of Ajeeb, took part in the Cincinnati Chess Tournament, sharing first honors with Major Hausman, of New York. Experts generally lose games to scrubs, while making clear scores against experts, and we see no inconsistency in Barker occupying the position of *dummy* and drawing good pay therefor.

Considering the disadvantages of Ajeeb's opponents, as stated by Mr. Rees, we think the professor's score reflects great credit upon his ability.

CHECKER CHATTER.

The *International Draughts Player* is at hand. We trust every reader of the REVIEW is a subscriber, as the magazine is worthy of every encouragement.

* *

W. C. Brown, Altoona, Pa., and I. P. Ketchum, Madison, Wis., visited our headquarters during the week and made very favorable scores with the local experts.

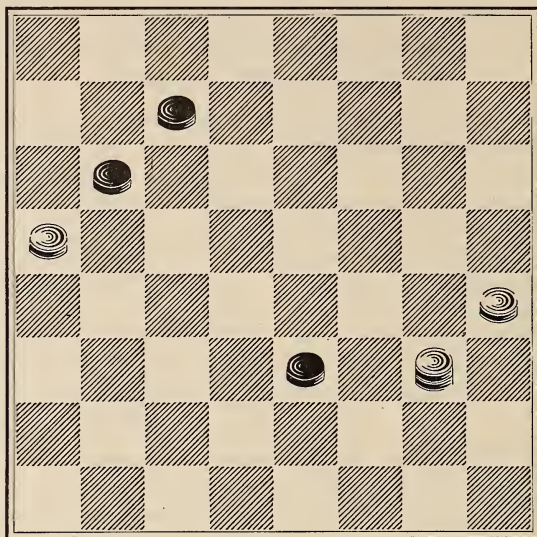
* *

Mr. Henry Shaw, Haverhill, Mass., has taken up his residence in Montreal for the winter and is more than holding his own with the Canadians. Mr. Finn promises to make scores a trifle more interesting before long.

PROBLEM NO. 163.

By A. H. MERCER, BUFFALO, N. Y.

BLACK.



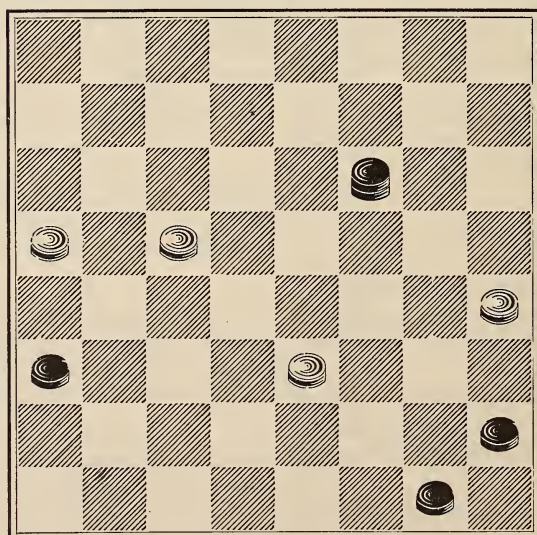
WHITE.

Black to move and draw.

PROBLEM NO. 164.

By A. H. MERCER, BUFFALO, N. Y.

WHITE.



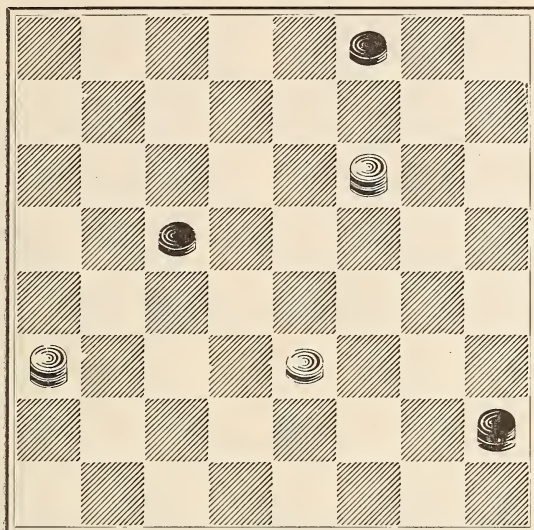
BLACK.

Black to move and win.

PROBLEM NO. 165.

BY M. H. C. WARDELL, DOWNSVILLE, N. Y.

BLACK.



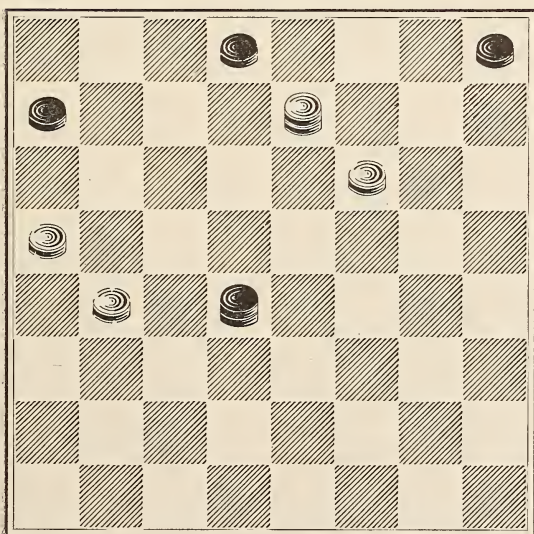
WHITE.

White to move and win.

PROBLEM NO. 166.

BY HARRY STEVENS, EMPORIA, KAS.

BLACK.



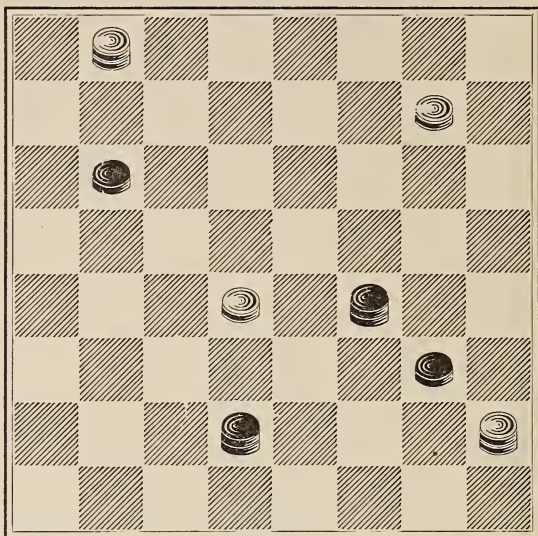
WHITE.

White to move and win.

PROBLEM NO. 167.

BY DR. W. B. BANKS, DETROIT, MICH.

WHITE.

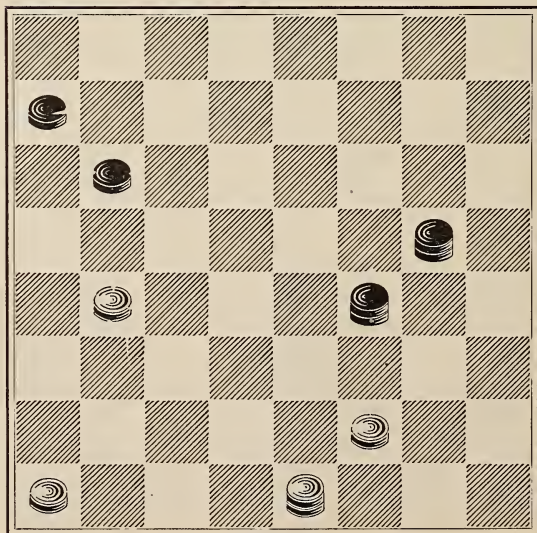


BLACK.

*White to move and win.***PROBLEM NO. 168.**

BY DR. W. B. BANKS, DETROIT, MICH.

BLACK.

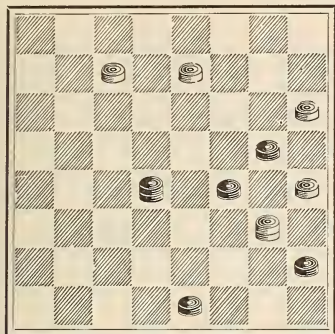


WHITE.

White to move and win.

PROBLEM NO. 169.

By Mrs. Annie Lyons, Sunderland, Eng.
(WHITE.)

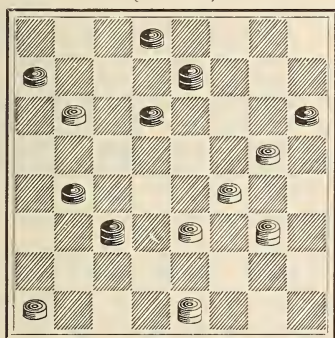


(BLACK.)

Black to move and win.

PROBLEM NO. 171.

By Mrs. Annie Lyons, Sunderland, Eng.
(BLACK.)

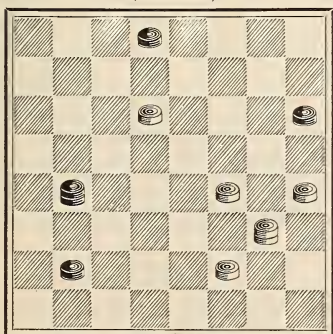


(WHITE.)

White to move and win.

PROBLEM NO. 173.

By L. M. Stearns, Derry Depot, N. H.
(BLACK.)

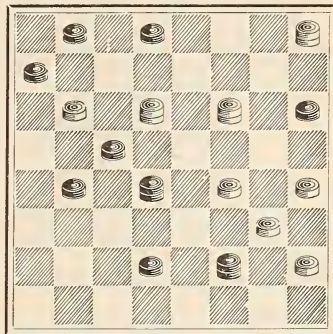


(WHITE.)

White to move and win.

PROBLEM NO. 170.

By Mrs. Annie Lyons, Sunderland, Eng.
(BLACK.)

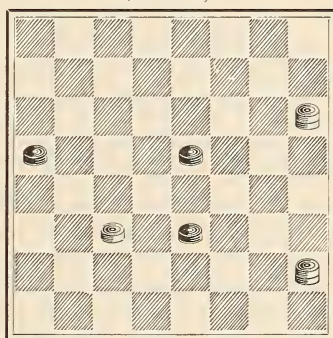


(WHITE.)

White to move and win.

PROBLEM NO. 172.

By L. M. Stearns, Derry Depot, N. H.
(BLACK.)

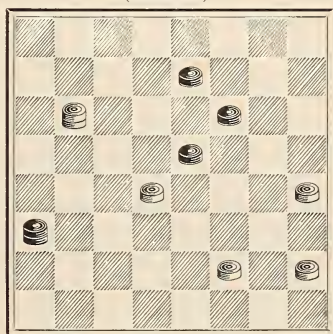


(WHITE.)

White to move and win.

PROBLEM NO. 174.

By L. M. Stearns, Derry Depot, N. H.
(BLACK.)



(WHITE.)

White to move and win.

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
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E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

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CHICAGO, NOVEMBER 23, 1888.

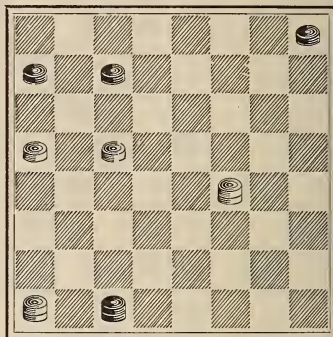
IN MEMORIAM OF E. HULL.

Many eminent men have stumbled over the following position. Mr. Hull himself failed in his first solution. Mr. P. J. Hickey thought black could draw, but gave no play. Harry Stevens rather loudly announced a draw, and then afterward undertook to show a white win. He failed in both. Mr. K. Price endeavored to show a white win by following the line of play at first taken by Mr. Hull, but he also failed. And then comes J. McFarlane in the *Glasgow Herald*; he has not only stumbled, but has fallen prone. Now also comes Stephen Terry and bolsters up Mr. McFarlane by endorsing the alleged draw play. I am free to maintain that he of the Highlands, as he of the Flowers, is also wrong. Nearly all the play on this position is given below—assorted and connected with Mr. Hull's revised solution. It is hoped it will prove of value to many,

serve as a lamp to some, and be interesting to all.

The *American Draught Player*, critical Position No. 75:

(BLACK.)



(WHITE.)

White to move and win.

19 16 25 21 16 11 21 17
30-26 A 26-23 e 23-18 (1)
29 25 B 21 17 17 21 W. wins.
4- 8 8-12 C, D 18- 9 E. Hull.

(1)

23-26 26-23 6-10 W. wins.
11 7 17 22 22 18 H. D. Lyman.

This play by Mr. Lyman is merely cumulative. He will appear to greater advantage later on.

(e) 26-22, 21 17, 22-26 given as drawn. This is where J. McFarlane varied from prior play. It is the same as variation D at first move, which is a White win. Mr. Terry thought there was some merit in this, but it is very like the King of France marching up a hill and then marching down again. There is nothing to it.

(A)

4- 8 12 3 22-29 8 11
16 12 26-22 (3) 3 8 25-21
30-26 (2) 29 25* 29-25 11 15
W. wins.

Mr. K. Price and also H. D. Lyman gave this play. It is cumulative play. Both Mr. Price and Mr. Lyman were on the White side, and moved the Black side to show that there was no draw for Black that way.

(2)

8-11 8 11 26-23 25 21
12 8 30-26 (4) 29 25 W. wins.
11-16 11 20 23-18 H. D. Lyman.

(3)

26-23 23-18 (5) 18-9 W. wins.
 29-25 3 7 7 2 K. Price.

(4)

16-19 16 19 26-22 28 24
 11 16* 30-26 29 25 W. wins,
 19-24 19 28 22-29 H. D. Lyman.

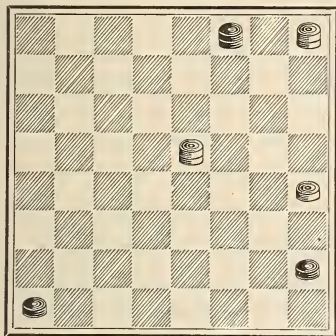
(5)

23-26 26-30 6-10 W. wins.
 3 7 25 22 22 17 K. Price.

(B)

If 16 11, 26-30; White must retreat by
 11 16 to win, 14 10, 6-15, 11 18 only draws
 as follows:

(WHITE.)



(BLACK.)

Black to play and draw.

30-26 22-18 4-8 g 14-18 h
 18 15 29 25 25 22 26 31
 26-22 f 18-14 8-12 18-15 i
 15 11 11 7 22 26 Drawn.

J. D. Janvier.

Mr. Hull gave the first eight moves from
 note B as White wins. The draw being
 produced he revised the solution. Mr.
 K. Price followed in Mr. Hull's tracks,
 giving the first sixteen moves, aiming to
 show a white win. But Mr. Janvier steps
 in with the last move and demonstrates
 the draw. Mr. J. Ashley and H. Stevens
 also pointed out the error of Mr. Price's
 play. Mr. Lyman also agreed that the
 above was a draw. What is a little re-
 markable also, Mr. H. Stevens subsequent-
 ly marked the first and third moves (16 11
 and 14 10) with stars as winning.

(f) 4-8 W. wins. This was Mr. Price's
 variation 2, but as 26 22 was the best move
 it would be useless to give the play. Mr.
 Stevens, after having shown a draw upon
 the above position, as he thought, gave the

problem again with the formula White to
 move and win. He then gave the Hull-
 Price play as the solution, varying from
 the above play by taking this bad, weak,
 black move. At the time Mr. Lyman
 pointed out that 26 22 would draw; Mr.
 Price, Mr. Janvier and Mr. Stevens agreed
 that 4 8 would result in White wins.

(g) 14 17, W. wins.—K. Price.

(h) 12 16, W. wins.—K. Price.

(i) 18 23, W. wins.—K. Price.

It therefore follows that 16 11 will not
 win.

(C)

6-9 13 6 23-18 14 10 j, k
 Drawn.—H. Stevens.

There was great cry and hurrah over
 this play, but very little wool. It is a
 wonder that the acute eye of Mr. Price
 failed to notice the error in the above
 play.

(j) 6 1, 18-9, 17 22, W. wins.—J. D. Jan-
 vier. That settles the Stevens play.

(k) 6 2, 18-9, 17 22, W. wins.—H. D.
 Lyman. That settles the Stevens play a
 second time.

(D)

23-26 12 8 16-20
 16 12 11-16 11 15
 8-11 8 11 26-23 W. wins.

J. Hedley, in Lyman's Book of Problems.
 No. 400.

Now comes J. Macfarlane, heedless of
 Lyman, heedless of Hedley, and apparent-
 ly with his head in a bag, and continues
 the above play thus: 14 10, 23-18, drawn.
 Mr. Macfarlane should recuperate from
 that effort by going a-fishing on the head
 waters of the Molendinor Burn.

The position at the end of variation D
 is B., 5, 6, 20, 23*; W., 13, 14, 15*, 17*;
 White to move and win.

17 21 14 9* 11 15 W. wins.
 20-24 5-14

Off with his head; so much for Mac-
 farlane.

JAMES MACDONALD.

PROBLEM NO. 128.

Mr. Davis claims a double solution here.
 At the fourth move the position is
 B., 5, 11, 12, 15*, 21; W., 7, 10, 20, 24, 28;
 W. to play.

10 6 a 7 3 24 19 3 8
 15-10 10-1 1-6 Drawn.

(a) Mr. Fowler also draws by 7 3.

GAMES.

GAME NO. 87—SINGLE CORNER.

By A. H. Mercer, Buffalo, N. Y.

11-15	22 18	7-11	24 19
22 18	4- 8	24 20	15-24
15-22	18 14	16-19	28 19
25 18	10-17	27 24	26-22
10-15	21 14	19-23	17 13
18 11	8-11	24 19	22-26 <i>a</i>
8-15	25 22	23-26	10 7 <i>b</i>
29 25	11-15	28 24	26-31*
9-14	30 26	26-30	7 2
26 22	2- 6	32 28	31-27
6-10	22 18	11-15	2 7
23 18	15-22	19 10	27-24
14-23	26 17	6-15	
27 11	3- 7	14 10	
7-16	31 27	30-26	B. wins.

(*a*) See Spayth's "Game of Draughts," variation 12 at forty-seventh move; he plays 22 18, 10-7 and draws. Solution to Problem No. 164.

(*b*) 10 7 compulsory; 19 15 loses the piece.

(*c*) Wyllie said in 1884, when I showed him this correction, that 22 26 was a "far-fetch'd ane."

GAME NO. 88—SWITCHER.

By A. E. Burnett, Lyons, N. Y.

11-15	8-12	1- 6*	7-11
21 17	32 27	30 25 (7)	14 10
9-13	16-19	6-10*	3- 8
25 21	23 16	25 21 (2)	10 1
8-11	12-19	10-17	13-17
23 18	27 24 <i>c</i>	21 14	22 6
12-16	6- 9	2- 6 (1)	15-31
24 20	17 14	20 16* <i>b</i>	
4- 8	10-17	11-27	
27 23	21 14	31 24* <i>a</i>	Drawn.

*Signifies only moves to draw.

(*a*) If 18 2; 9-25, 31 15, 25-30, B. wins.

(*b*) If 21 17; 13-22, B. wins.

(*c*) If 17 14, 10-17, 21 14; then 5-9, 14 5, 19-24, B. wins.

(1)

3- 8	8-25	2- 6	7-11
20 16*	29 22*	22 18	15 10
11-27	27-32	6- 9	11-15
18 4*	4 8	18 15	8 11

Drawn.

(2)

22 17	7-10 <i>d</i>	6 10	22-26
15-22* <i>e</i>	14 7	5- 9*	31 22
25 18	3-10	10 15 A	17-26
13-22	19 16	26-30	19 15
24 6	10-14	15 19	9-14*
9-13	16 7	30-25*	7 2
26 17	14-23	20 16 B	14-17*
2- 9	7 2	25-21*	15 18
28 24	9-13	16 11	17-21
13-22	2 6	21-17*	
24 19	23-26	11 7	Drawn.

*Only moves to draw.

(A)

20 16	11 7	10 15	31 22
26-30*	25-21	9-13	17-26
16 11	7 2	15 18	2 6
30-25*	13-17	22-26	26-30*

Drawn.

(B)

19 23	20 16	23 19	
25-21	21-17	22-26	Drawn.

(*d*) Solution to Problem No. 162.

(*e*) Solution to Problem No. 159. If Black should exchange by 13-22, the result would be as follows:

13-22	23-26 (6)	24-28 (3)	32-28
26 17	24 19*	15-19*	11 15
15-22 <i>f</i>	26-30	28-32	28-32
24 6	19 16*	6 10	19 23*
9-18	11-15	32-28	26-19
17 13*	16 11*	20 16	15 24
2- 9	30-26 (4)	28-32	13-17
13 6	6 10	16 11	10 14
7-10	15-19	32-28	17-21
6 2*	11 7	11 7	24 19
10-15	19-24	28-32	21-25
2 6*	7 2	7 2	19 23
18-23	5- 9	3- 8	25-21
25 18	2 6	2 7	14 17
15-22	9-13	8-12	
28 24* <i>g</i>	10 15*	7 11	W. wins.

*Only moves to win.

(*f*) Solution to Problem No. 160.

(*g*) Solution to Problem No. 161.

(3)

26 23	12-19	3 10	15-19
15-19	13 17	6-15	24 28
23 16	11- 7	17 21	19-23

W. wins.

(4)

30-25	24-28 (5)	32-28	28-24
6 10*	10 15	14 17	14 10
15-19	28-32	22-26	25-21
11 7*	9 14*	31 22	18 15
19-24	32-28	30-25	21-17
7 2*	15 19	23 18	22 18
5- 9	28-32	25-21	17-22
2 6	20 16*	17 14	18 14
9-13	25-30 <i>h</i>	21-25	24-20
6 9	19 23	16 11	11 7

W. wins.

(h) If 25-21; 14 17, 21-14, 31 27, W. wins.

(5)

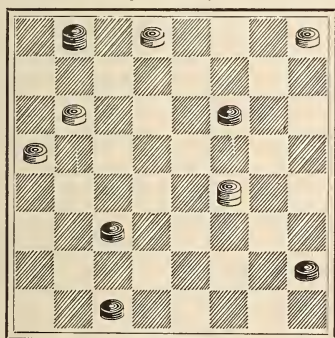
3- 8	28-32	25-21	16-20
10 15	16 11	7 11	19 16
8-12	32-28	32-28	32-28
9 14	11 7	11 15	23 19
25-21	21-25	28-32	28-32
15 19	7 3	19 23	14 17
24-28	28-32	12-16	
20 16	3 7	15 19	W. wins.

(6)

23-27	20 16	19-23	18 27
6 10	32-28	14 18	32-23
27-32	24 20	22-25	20 16
10 14	15-19	29 22	
11-15 <i>i</i>	16 12	28-32	W. wins.

We think Mr. Burnett misses a neat draw here.

(WHITE.)



(BLACK.)

32-28	22-25*	28-24	24-15
24 19	29 22	14 18	Drawn.

C. Hefter.

(7)

22 17	24 8	17 13	28 24
13-22	3-12	7-10	5- 9
26 17	30 26	26 17	24 19
15-22	9-18	18-22	9 14

B. wins.

GAME NO. 89—FIFE.

The following interesting variations arise from Game No. 77, by Mr. Thos. Finn, at the fifteenth move of variation 2, Page 164.

11-15	10-14	1-10	26-22
23 19	29 25	5 1	2 7
9-14	7-11	10-15	23-26
22 17	19 16	1 6	7 11
5- 9	12-19	15-18*	26-30
17 13	27 24	6 2	11 7 (2)
14-18	20-27	7-11	30-26
19 16	31 8	2 7	7 10
12-19	3-12	11-16	26-30
26 23	22 17	7 11	10 14
19-26	12-16	16-20	30-25
30 5	17 10	11 16	14 9
8-11	6-15	18-22	25-30
27 23	21 17	13 9	9 13
4- 8	2- 7	22-26	30-26
32 27	13 9	9 6	21 17
15-19	16-19	26-31	26-23
23 16	25 21	6 2*	17 14
11-20	15-18	20-24 <i>a</i>	23-18
24 19	17 13	16 11 (1)	
8-12	18-23	31-26	
25 22	9 6	11 15 <i>c</i>	Drawn.

Sheean & Belden.

(a) Solution to Problem No. 155. Mr. Finn showed 31-27 and 31-26 to be losers in Game No. 77.

(1)

2- 7 <i>b</i>	10-15	14-10	28-19
24 27	27 24	27 31	27 24
7-10	15-11	10- 7	3- 8
27 32	24 20	31 27	24 15
21-17	17-14	7- 3	11-27
32 27	31 27	19 24	20 4

Drawn.—*Sheean & Belden.*

(b) Though Mr. Finn's critics varied slightly in their play, we think the above will meet the approval of both.

(c) Mr. Sheean expressed his fear of the results of 21 17 here, but we think the draw can be sustained as follows:

21 17	2 7	7 11	28 19
26-22	24-27 <i>d</i>	31-27	27-24
17 13	11 16 <i>e</i>	13 9	Drawn.
22-18	27-31	19-24	<i>C. Hefter.</i>

(d) Any other move loses.

(e) At the first glance 7 10 appears an obvious win, while in reality it loses, as follows:

18-15*	19-24	27-31	31- 6
11 18	28 19	18 27	B. wins.

C. Hefter.

(2)			
11 8	21 17	3 8	24 19
30-26	11- 7	2- 6	6-10
8 12	19 16	8 11	19 23
26-30	7-10	6- 1	10-15
15 18	16 11	11 16	23 26
22-15	18-14	1- 6	15-10
12 16	17 13	16 19	26 30
30-25 ^f	10- 6	6-10	10- 6
16 23	11 7	23 26	30 25
15-11	6- 2	14-18	6-10
28 19	7 3	19 24	25-21
25-22	14-10	18-14	10- 6
23 27	27 23 (3)	26 22	22 17
22-18	10-14	10- 6	6-10

Drawn.—*C. Heftner.*

(*f*) Solution to Problem No. 156. Experts will recognize the method as being original with J. H. Tregaskis.

(3)			
13 9	2- 6	7 10	13- 9
10- 6	23 18	13- 9	14 17
9 5	6- 9 ^g	10 14	9-13*
6- 1	2 7	9-13*	
27 23	9-13	18 22	Drawn.

(*g*) It is essentially important to command squares 9 and 13, as 6-2 would lose as follows:

6- 2	6- 2	6- 2	6-13
18 14 ^h	8 11	23 18	18 14
2- 6	2- 6	2- 6	13- 9
14 17*	11 16	18 22	14 10
6- 9	6- 2	6- 2	9-13
17 13	16 19	13 9*	5 1
9- 6	2- 6	1- 6 (4)	13-17
3 8	19 23	22 18	1 5

W. wins.

(*h*) Solution to Problem No. 157.

(4)			
2- 7	10-15	10-14	1- 3
22 17	6 2	2 7	5 1
6-10	15-10	14- 9	
9 6	17 13	13 6	W. wins.

Solutions.

No. 163.			
23-26	30-25	21-17	14-10
24 19	20 16	11 7	15 19
26-30	25-21	17-14	10-14
19 15	16 11	7 2	Drawn,

Students will observe the advantage of retaining the squares 6 and 9, enabling Black to draw though Whites have the move.

No. 164, see Game No. 87.

No. 165.			
21 25	19 16	22 25	17 14
28-24 ^a	24-20	14-17	26-31
25 22	16 12	25 21	14 9
24-20	20-24	17-22	31-27
23 19	11 15	21 17	12 8
20-24	3- 7	22-26	W. wins.
(<i>a</i>) Mr. Wardell should have also given 14-17 here.			

No. 166.			
17 14	17 22	3 7	11 15
18- 9	9-13	11-16	26-31
13 6	11 7	18 23	27 32
2- 9	4- 8	17-22	31-26
17 10	7 3	7 11	15 19
9-14	8-11	16-20	
10 17	22 18	23 27	
5- 9	13-17	22-26	W. wins.

No. 167.			
24-27	7-10	15-19	19-15 ⁱ
32 23	17 13	22 17	22 17
14-10	26-23	23-18	14-18
5 14	13 17	17 22	17 13
10-26	10-15	18-14	15-10
14 17	17 22	25 21	B. wins.

No. 168.			
17 14	18-27	29 25	14-18
9-18	31 15	9-14	15 11*
27 23	5- 9	25 22	W. wins.

No. 169.			
14-18*	18-22	15-19	B. wins.
21 14	26 17		

No. 170.			
9 6	27-20	19 15	18-11
2- 9	28 24	12-19	8 6
20 16	20-27	11 8	W. wins.

No. 171.			
9 6	22-15	20 27	19-26
2- 9	24 20	12-19	31 15
23 18	15-24	27 23	W. wins.

No. 172.

28 24	16 11	24 27	27 31
23-26	30-26	17-21	17-26
12 16	11 18	18 22	31 22
26-30	26-17	21-17	W. wins.

No. 173.

24 28	2-11	19 10	12-19
17-14	27 24	14- 7	24 15
10 7	11-15	20 16	W. wins.

No. 174.

18 14	24 19	9 6	20 16
21-17	15-24	15-24	
27 24	28 19	6 15	
17-10	11-15	24-27	W. wins.

Corrections.

Game No. 73.

At the eighth move in note "d" (B., 1, 2, 3, 7, 9, 11, 12; W., 16, 18, 19, 20, 21, 24, 28, 30), Mr. Calvert gave 3-8 and white won, but Mr. J. Lees, Dalmellington, in Game 1634 *Weekly Echo* varied as follows:

1- 6	23-26	22-18	15-18
30 25 (1)	22 17	14 9	4 8
6-10	9-13	18-14	18-23
19 15	17 14	28 24	8 11
10-19	26-30	7-11	23-26
24 8	14 9	24 19	5 1
12-19	30-26	14-10	26-31
8 4	18 14	19 16	
19-23	26-22	11-15	
25 22	9 5	16 12	Drawn.

(1)

30 26 (2)	12-19	20 11	20-24
6-10	18 15	12-16	3 8
19 15	3-12	11 8	24-27
10-19	15 11	16-20	8 11
24 8	7-16	8 3	27-31
			Drawn.

(2)

19 15	15 8	24 15	15 11
12-19	3-12	7-10	10-15
			Drawn.

Game No. 78.

Mr. Fred. O'Melay offers the following correction at the sixth move of variation 2 (the position is B., 4, 12, 29*, 30*; W., 19, 20, 21, 32; W. to play): In note "c" you say you do not think Mr. Flemming has given White the best possible defence. Below you will find play sustaining your note and proving the position to be a draw.

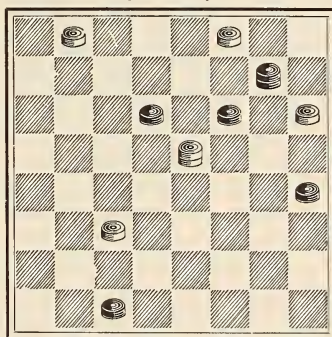
21 17	10 7	7 11	19 16
29-25	30-26	17-14	12-19
17 14	7 3	11 7	3 12
25-22	26-22	4- 8	18-23
14 10	3 7	7 3 a	12 16
22-18	22-17	14-10	Drawn.

(a) 32 28 would lose.

Game No. 83, note d.

The request for play upon this ending met with numerous responses—none correct in all respects. The following solution is from the combined work of Messrs. Sheean and O'Melay:

(WHITE.)



(BLACK.)

Black to move and draw.

23-26	8 4	23-19	24 27
30 23	17-22	15 11	22-26
25-29	4 8	19-15	27 31
18 25	22-26	11, 8	26-22
29-22	8 11	15-11	15 19
32 28 (1)	26-31	8 4	14-10
22-26	11 16	11-15	19 23
23 19	31-26	4 8	10-14
26-23	28 24	15-18	23 26
19 16	26-23	8 11	22-25
23-18	24 19	18-22	31 27
16 12	23-18	11 5	14-10
18-14	16 20	22-26	27 23
11 8	18-23	20 24	10-14 b
13-17	19 15	26-22	Drawn.

(1)

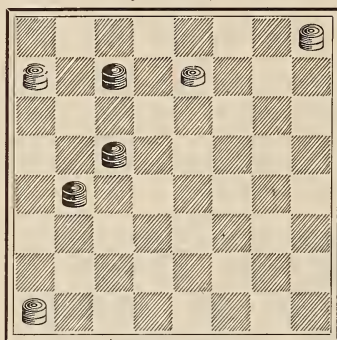
32 27	31-27	16 12	9-14
22-26	24 20	13-17 <i>a</i>	8 4
23 19	27-23	21 14	14-18
26-31	19 16	18- 9	4 8
27 24	23-18	11 8	18-15

Drawn.

(a) 18-14 would also draw, as in trunk.

(b) An exceedingly neat and instructive draw. The inability of Whites to force an attack or relieve the piece on square 21, and being compelled thereby to allow the weaker forces a draw, reminds us of a similar problem by the celebrated composer, T. J. Brown, which astonished the problematical draughts world a few years ago. The position was as follows:

(WHITE.)



(BLACK.)

Black to move and draw.

27-31	17 13	23-18	5 1
26 22	16-11	24 19	9- 5
31-26	13 9	18-14	
22 17	19-23	9 5	
26-22	28 24	14- 9	

White can not combine his pieces, and must allow a draw. Mr. Frank Dunne says "The above unique position is the most truly original one that I have seen for years, and fully sustains the reputation of its talented author."

Problem No. 125.

Mr. Chas. T. Davis claims a double solution as follows: (Position, B., 1, 5; W., 20*, 21; B. plays, W. wins):

1- 6	9-14	14-18	23-27
20 16 <i>a</i>	11 15	19 15	21 17
6- 9	5- 9	18-23	
16 11	15 19	15 18	W. wins.

(a) Dr. Banks also wins by 20-24.

(b) If 6-10; 21 17, 6-9, 16 11, W. wins.

Game No. 80.

"Brazilian" writes: At the sixteenth move of variation "c" (the position is B., 2, 3, 6, 7, 8, 11, 12, 18, 19; W., 14, 17, 20, 21, 27, 28, 30, 31, 32; B. to move), for 7-10, let Mr. Maize try

19-23	21 17	12-16	21 14
27 18	2- 7	23 18	22-26
15-22	32 27	22-25	31 22
17 13	11-15	30 21	16-19
7-10	28 24	15-22	
14 7	7-11	17 14	
3-10	27 23	10-17	Drawn.

Problem No. 91.

Mr. James E. Hess, Philadelphia, offers a new draw to this position (B., 1, 10*, 12, 16, 22*; W., 2*, 5, 11*, 13, 17; B. to draw), which we submit to our critics.

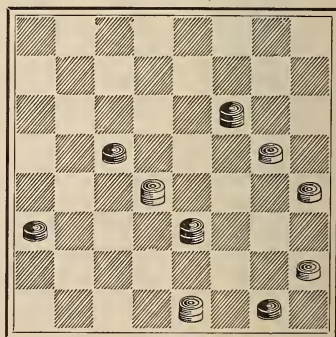
22-18	24 20 (1)	15-11	12 8
11 20	19-23	2 6	23-26
18-15	20 16	10-15	8 3
20 24	10- 7	6 9	7-11
12-16	6 2	15-18	
2 6	7-10	17 14	
16-19	16 12	11- 7	Drawn.

(1)

24 27	19-23	17 14	15-11
10- 7	2 6	7- 3	6 2
6 2	10- 7	14 10	11-15
7-10	6 9	18-15	
27 31	15-18	9 6	Drawn.

In order to restore Mr. Reed's splendid problem to a sound basis we would set the position at the third move of the solution, as follows:

(WHITE.)



(BLACK.)

Black to move and draw.

Continue as on page 167.

THE American Checker Review.

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, DEC. 5, 1888.

No. 18.

SMITH--REED.

Through the medium of the *Turf*, our co-editor replies to Mr. Smith's statement that he refused to play for money, as follows:

"Mr. Smith has not got over the fact that, owing to my kindness, he was lucky enough to have it appear that he was able to hold his own with me as shown in the result of our friendly match, and as he contemplates the result of his next match he becomes peevish and fretful, which causes him to make statements that are in a sense true, but are entirely uncalled for, as the following will show: In March, 1887, I received a letter from Mr. Smith, suggesting a match of sixteen games between him and me, and a like match between Richmond and me, to be for the honor of the game or for £5 to £10 a side. I replied to Mr. Smith's letter, stating that on account of my expenses being heavier than I expected, I preferred to play for honor, and there was no further reference to a stake. I would also inform Mr. Smith that I paid my *own* expenses the last time, and that all my receipts from matches and blindfold play would not cover *one-fifth* part of my expenses. Does Mr. Smith not know that the only true way to make a match is for a person to either give or take expenses, which is satisfactory to one's opponent, or else meet half way, if possible, and each one pay his own expenses? I am willing to give any English or Scotch player (Wyllie excepted) the same expenses I asked of Gardner, and don't care whether he was ever over here before or not."

Our readers are so familiar with Mr. Reed's record and his willingness, even anxiety, to meet *any player* (Wyllie excepted) that any extended remarks of ours would be simply superfluous. *Cowardice* is surely not a characteristic of our Pittsburgh expert.

WILLIAMS VS. M'INNES.

This match, which has created more interest than any played in the North for some time, came off on Saturday last in the Queen's Head Hotel, Gateshead, in the presence of one of the largest assemblies of players that has been brought together for years. Mr. McInnes, as we said before, is one of the best of the Scottish players, and formed one of the team elected to represent the Scottish nation in the international match, in which he encountered Smith, the present champion of England, Petterson of Liverpool, and Kerr of Bristol, three of the *elite* of the English team. During the contest sixteen games were contested, all of which were drawn. Williams is also well known as a first-class player and analyst, and one of the foremost of our north country players. The match was for £10 a side, McInnes allowing the odds of draws in the first two games. Eight games were to be played. Among the notables present were Messrs. Tonar, Lewis, G. Thompson, W. Thompson, Phillipson (of Mickley), Johnson (of Hollywell), Price, and Shipley. Mr. Williams got choice of men, and opened the "Dyke" with the Black men, which he drew. This stood to his account a win. McInnes won the second and sixth, thus putting him a game ahead, with every prospect of winning, but the next game was neatly won by Williams, which made matters equal. The last game was drawn, which made the match a draw. The following is a list of the openings played:

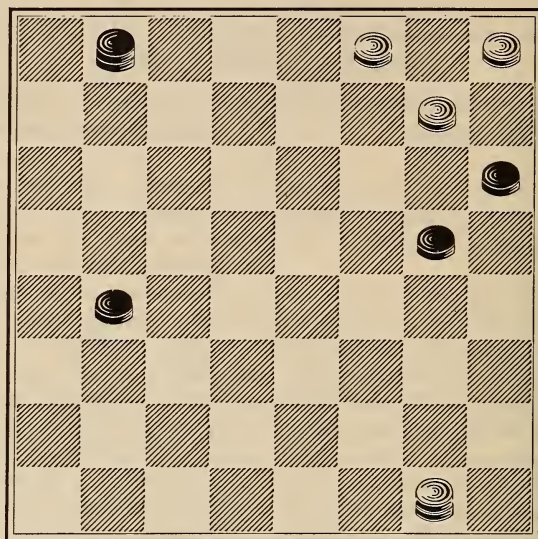
FIRST PLAYER.	OPENING.	RESULT.
1. Williams.....	"Dyke".....	Drawn.
2. McInnes....	"Laird and Lady"....	McInnes won
3. Williams....	"Single Corner"....	Drawn.
4. McInnes.....	"Whilter".....	Drawn.
5. Williams.....	"Glasgow".....	Drawn.
6. McInnes....	"Laird and Lady"....	McInnes won
7. Williams....	"Double Corner"....	Williams "
8. McInnes....	"Laird and Lady"....	Drawn.

— *Auckland Chronicle.*

PROBLEM NO. 175.

By L. M. STEARNS, DERRY DEPOT, N. H.

WHITE.

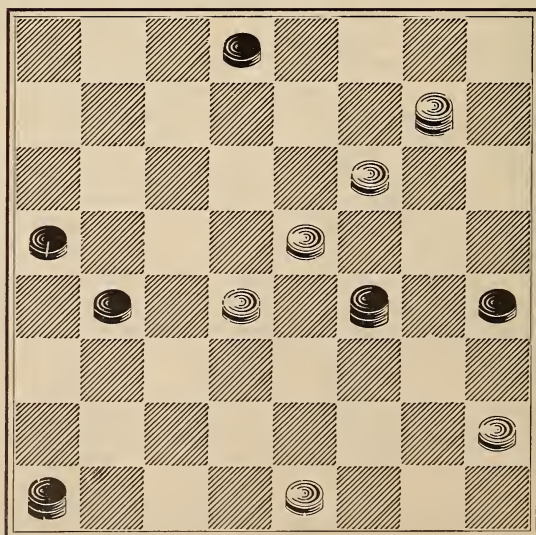


BLACK.

*Black to move and win.***PROBLEM NO. 176.**

By M. E. POMEROY, SIDNEY CENTRE, N. Y.

BLACK.



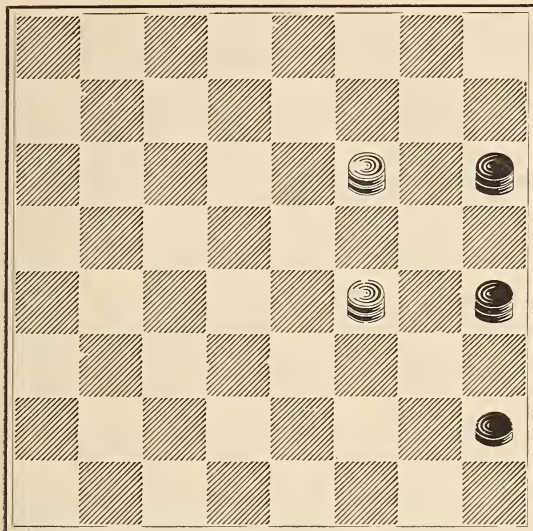
WHITE.

White to move and win.

PROBLEM NO. 177.

By W. W. AVERY, NEW YORK CITY.

WH TE

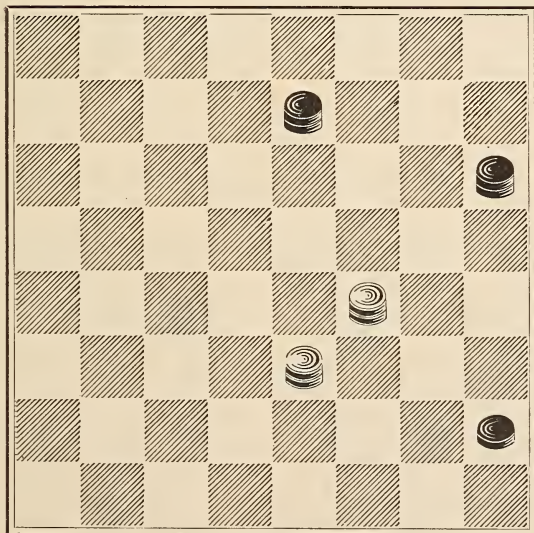


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*Black to move and win.***PROBLEM NO. 178.**

By J. D. JANVIER, NEW CASTLE, DELAWARE.

WHITE.



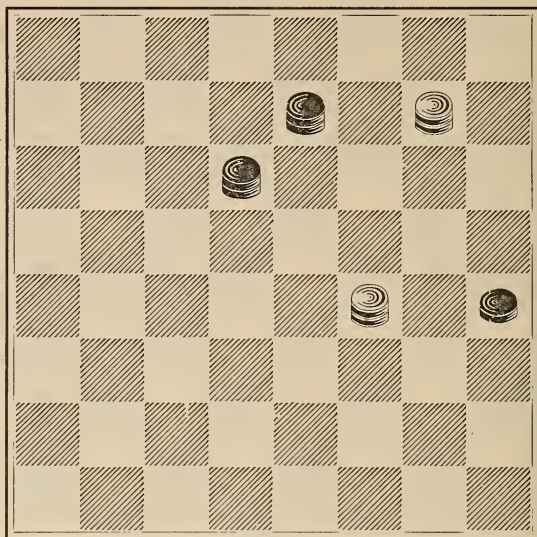
BLACK.

Black to move and win.

PROBLEM NO. 179.

By C. ADAMSON, LEVEN, SCOTLAND.

WHITE.



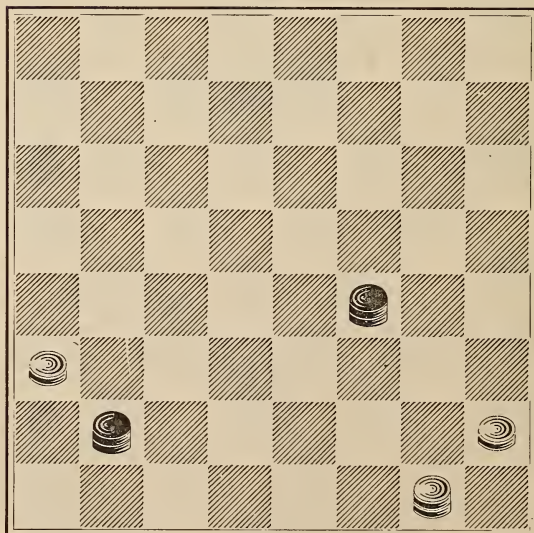
BLACK.

Black to move and win.

PROBLEM NO. 180.

By CHAS. HEFTER, PROBLEM EDITOR.

BLACK.



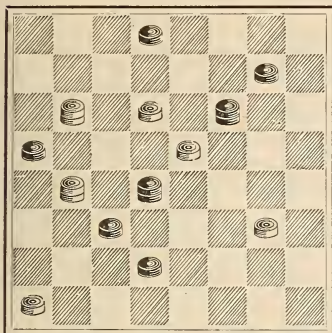
WHITE.

White to move and win.

The Following Problems are by John A. Larson, Galva, Ill.

PROBLEM NO. 181.

(BLACK.)

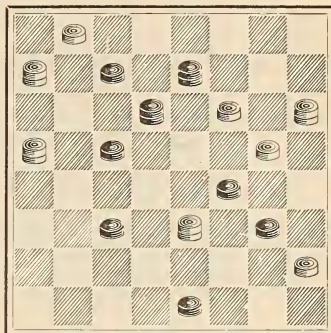


(WHITE.)

White to move and win.

PROBLEM NO. 182.

(WHITE.)

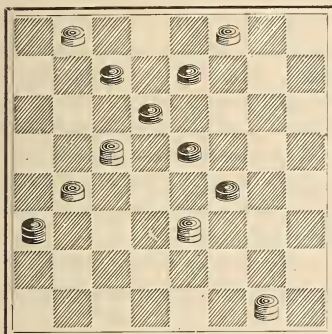


(BLACK.)

Black to move and win.

PROBLEM NO. 183.

(WHITE.)

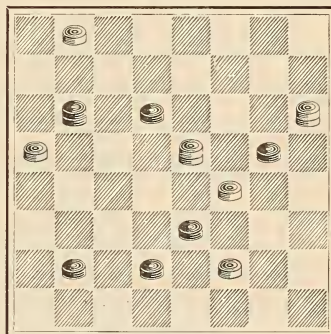


(BLACK.)

Black to move and win.

PROBLEM NO. 184.

(WHITE.)

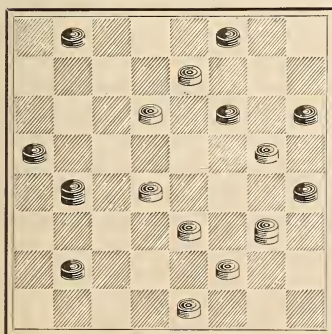


(BLACK.)

Black to move and win.

PROBLEM NO. 185.

(BLACK.)

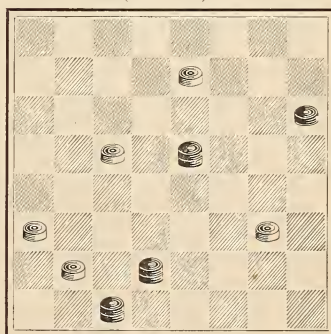


(WHITE.)

White to move and win.

PROBLEM NO. 186.

(BLACK.)



(WHITE.)

White to move and win.

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

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CHICAGO, DECEMBER 5, 1888.

FOR THE PLAYERS OF GREAT BRITAIN.

The *Turf* contains the following characteristic letter from the American champion:

CAMBRIDGEPORT, MASS., NOV. 19, 1888.
Draughts Editor Turf, Field and Farm:

As there was a good deal said and published about my returning home so suddenly, after my match with Mr. Martins, which was unavoidable, I desire to state that I am now placed in a position where my time is my own, and, after my match with Mr. Smith, is at the disposal of checker clubs and associations throughout Great Britain who may desire my services; salary for myself alone and expenses for myself and trainer required.

Now, for the acknowledged experts of Great Britain, such as Messrs. McKelvie, Bryden, Moir, Beattie, Campbell, Ferrie, and several others of note, I will play them

each matches of twenty games for not less than £25 a side, said matches to take place commencing two weeks after my match with Mr. Smith. Expenses required in every case. I write this in order to give due notice and plenty of time for them to get ready. If I do not succeed in getting engagements or matches, I will return home as suddenly as I did before, for I do not intend to stay in Great Britain at my own expense. I am pleased and satisfied that the able analyst and expert player, my brother, Isaiah Barker, is to be my trainer and analyst on this tour, and I do not wish for any better, as I value his services more than any other player.

Yours, etc., CHAS. F. BARKER.

P. S.—Draught editors of Great Britain please copy. C. F. B.

We sincerely trust our champion is not mistaken in the confidence reposed in Brother Isaiah's abilities. Almost all experts and editors have expressed an opposite opinion of the *great letter-writer's* qualities. But the result of the match will doubtless prove who is correct. However, there can be no misunderstanding regarding Champion Barker's attitude towards the various European experts, nor any question regarding his actions should none except his defy.

TOURNEY ENTRIES COMPLETED

With Problems No. 175 and 176, we conclude our entries for Tournéy Prizés. We received quite a number of problems which were declined for reasons too numerous to mention. Though considerable work is entailed upon Mr. Dunne as judge, we trust he will find it convenient to award all prizes before the issuance of No. 24 of the REVIEW.

ANDERSON'S SECOND EDITION.

Messrs. Dick & Fitzgerald, of New York, have just issued in a very neat form a new edition of "Anderson," in which the corrections of the celebrated "Second Edition" are brought down to date. This is a valuable work, and at the low price of \$1.50 should be in the hands of every draughts player. We can supply them to our readers on short notice.

GAMES.

GAME NO. 90—LAIRD AND LADY.

The controversy resulting from Stevens' discoveries in the 1-6 line of this game has brought us so much correspondence and play, and shows so much confusion among the various critics that we deem it advisable to give a resume of the best play and all criticism up to date.

11-15	1- 6*	19-23	2 6†
23 19	19 15	28 24	11-15
8-11	4- 8	5- 9	19 10
22 17	26 22	24 19	7-14
9-13	12-16	9-14	6 9
17 14	24 20	25 21 <i>d</i>	14-18
10-17	16-19	18-25	9 14
21 14	31 26 <i>a</i>	27 9	25-29
6-10	6-10	11-18	20 16
25 21	15 6	9 6 <i>e</i>	29-25
10-17	2- 9	18-23	16 11
21 14	22 15	6 2	25-29
15-18	9-18 <i>b</i>	8-11*	
29 25	26 22 <i>c</i>		Drawn.

Stevens & O'Melay

†Mr. Hodgson now claims that 20 16 wins for White here.

(a) 30 26 draws.—*J. P. Reed, Page 178.*

(b) Mr. Stevens offered \$2.83 for the best analysis of 11-18. Mr. Maize, the judge, deems the position unworthy of a prize, and suggests that the money be awarded for the first forced sound White win after 1-6*, the fifteenth move.

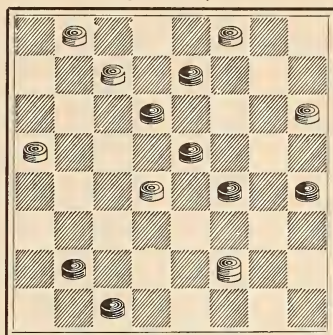
(c) 15 10 gives a splendid and critical draw by Mr. Harry Stevens, see page 35. He there declared 26 22, 20-16, 27 23 or 26 23 to be easy draws. Mr. Hodgson tried to win by 26 22, but seems to have failed. Other variations from his original play have been given to sustain a White win, but play that is herewith given tends to disprove such a conclusion. Mr. Reed thinks 27 24 exceptionally strong here, while Mr. Denver has similar views regarding 20 16, 11-20, 27 24, 20-27, 32 14, and it is in order for Mr. Stevens to set both gentlemen at ease on these variations.

(d) In Game No. 83, note "f," Mr. Sweeney tried to win by

15 10	10 6	2 6	19 15
14-17	7-10	17-22	
22 15	6 2	25 21	
11-18	10-14	22-26	

and then overlooked this pretty draw:

(WHITE.)



(BLACK.)

Black to move and draw.

8-11*	23-26	26-28	24-19
15 8	30 23	21 17	22 18
3-12	18-27	13-22	12-16
27 24	9 18	18 25	20 11
26-31	31-26	28-24	19-15
6 9	32 23	25 22	Drawn.

Stevens, O'Melay & Brogan.

(e) Responding to a suggestion that 32 27 would probably win, Mr. Stevens continues:

8-11	25-29*	15-31	27-23
9 6	2 6	6 22	17 14
7-10	11-15	31-27	3- 7
6 2	20 16	21 17	Drawn.

The path for Blacks to draw is so narrow in each variation that we are inclined to think they will yet encounter impassible obstructions.

GAME NO. 91—OLD FOUR-TEENTH.

By Jos. Maize, McKeesport, Penn.

11-15	30 26 (3)	2- 7	21 17
23 19	9-14	28 19	24-28
8-11	26 22 (2)	10-15	17 14
22 17	7-11	19 10	28-32
15-18	22 15	6-15	14 10
17 13	11-18	17 10	32-28
11-15	25 22	7-14	9 6
26 23	18-25	13 9 (1)	28-24*
4- 8 <i>a</i>	29 22	15-19*	6 2
23 14	8-11	23 16	24-19
9-18	27 23	12-19	16 12
24 20 (4)	11-15	31 26	19-15
15-24	22 17	14-18*	2 6
28 19	15-24	20 16	18-23
5- 9	32 28	19-24	B. wins.

(a) "Janvier's Anderson," variation 1,

goes 9-14 drawn. I fail to see any draw for Whites after 4-8.

(1)

31 26 <i>b</i>	9 6	10 15	7 10
15-18	19-24	18-23	21-17
23 19	6 2	14 10	10 7
1- 6	24-27	23-26	17-14
19 15	2 6	10 7	15 10
3- 8	14-17	26-30	14-18
15 10	21 14	7 3	7 2
6-15	27-31	30-25	22-17
13 9	6 10	3 7	2 6
15-19	31-22	25-21	17-13

B. wins.

(b) If 31 27; 15-19, B. wins.

(2)

26 23	6-15	26 22	7-16
10-15	31 26	11-16	32 28
19 10	8-11	20 11	15-19

B. wins.

(3)

31 26	11-18	32 28	10-15
9-14	25 22	11-15	19 10
26 22	18-25	27 23	6-15
7-11	29 22	15-24	30 26
22 15	8-11	28 19	2- 6

B. wins.

(4)

25 22 (5)	27 23	31 26	19 10
18-25	15-18	11-15	6-15
29 22	24 20	26 22	17 10
5- 9	18-27	15-24	7-14
22 17	32 23	28 19	30 26
9-14	8-11	10-15	2- 6

B. wins.

(5)

21 17	25 22	31 26	20 16
8-11	18-25	3- 7	19-24
25 21	27 11	24 20	27 20
11-16	7-16	16-19	12-19
30 25	29 22	32 27	20 16
16-23	10-15	7-10	5- 9

B. wins.

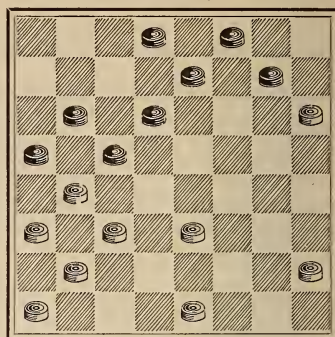
GAME NO. 92.---OLD FOUR-TEENTH.

By L. S. Head, Minneapolis, Minn.

11-15	9-13	5-14	15-19
23 19	27 23	26 23	23 16
8-11	6- 9	1- 6	11-27
22 17	23 18	30 25	32 23
4- 8	9-14	12-16 <i>a</i>	6- 9
25 22	18 9	19 12	

and we have the following position:

(BLACK.)



(WHITE.)

White to move and win.

In "Robertson's Guide," variation 18, 23 19 is now given with a drawn result, but will not the following play win?

31 27 <i>b</i>	24 20	23 19	17 14
8-11 (1)	7-11 <i>d</i>	14-18	10-26
27 24	28 24	12 8*	19 3
11-15 <i>c</i>	2- 7	3-12	W. wins.

(1)

7-11	24 20	2- 6	24 19
27 24	8-11	or	
11-18	28 24	2- 7	W. wins.

(a) This move was the subject of an extended controversy some years ago in the *Glasgow Weekly Herald*, by some of the most famous of Scotch analysts. We have not the play handy, but think that some of our critical friends will discover the draw for Blacks if there be one.

(b) Suggested by Mr. W. H. Grimshaw.

(c) If 2-6; 24 20 wins.

(d) If 2-6; 23 19 wins.

GAME NO. 93—DOUBLE CORNER.

By Chas. W. Umsted, Telluride, Colorado.

9-14	29 25	2- 7	23 18 (1)
22 18	1- 5	30 25 (3)	17-21
5- 9	25 22	11-15 <i>a</i>	26 23 <i>e</i>
24 19	7-11	20 16 <i>b</i>	21-25
11-15	27 24	15-24	18 15
18 11	16-20	28 19	25-30
8-24	32 28	14-17	23 18
28 19	20-27	21 14	3- 8
4- 8	31 24	10-17	18 14
25 22	9-13 <i>e</i>	25 21	30-25
8-11	18 9	6-10	22 18
22 18	5-14	21 14	25-22
11-16	24 20	10-17	B. wins.

16-11
6008

(a) In the Providence v. New York team match, Mr. Freeman now exchanged by 14-17, permitting Dr. Schaefer to score an easy draw. This move also corrects "Robertson's Guide."

(1)

22 18	25-30	23 14	26-31
17-21	7 2	30-23	14 10
18 15	13-17	9 6	31-27
21-25	2 6 (2)	17-22	10 6
15 11	10-14	6 10	3- 7
7-10	6 9	22-26	
11 7	14-18	10 15	B. wins.

(2)

16 11	19 15	11 8	15 10
10-14	3- 7	7-11	11-15
			B. wins.

(b) If 19 16, 12-19, 23 16; then 15-19 wins.

(c) If 18 15; 21-25, 15 11, 7-10, 22 18; 10-15 wins.

(3)

22 18*	6-10	9 6	27-32
14-17	18 14	15-19	19 15
21 14	17-22	6 2	11-18
10-17	26 17	19-23	2 11
19 16	13-22	28 24 <i>d</i>	18-23
12-19	14 9	23-27	11 15
23 16	10-15	24 19	Drawn.

(d) If 2 6; then 23-26, 30 23, 7-10, drawn.

(e) The late Wm. Strickland once thought Black should win here by 11-16, but subsequently altered his views and drew as follows:

11-16	16-19	19-26	7-10
19 15	23 16	30 25	28 24
10-19	12-19	3- 7	
24 15	26 23	22 17	Drawn.

GAME NO. 94—OLD FOUR-TEENTH.

By Dr. J. E. Ritter, Pottstown, Pa.

11-15	5- 9	17-21	9-13
23 19	26 23	23 14	22 18
8-11	1- 5	6- 9	13-17
22 17	31 26 <i>a</i>	13 6	18 14
4- 8	14-17	2-18	17-22
17 13	21 14	32 28	14 9
15-18	10-17	5- 9	22-25
24 20	23 14	25 22	9 6
9-14	9-18	18-25	
28 24	26 23	29 22	W. wins.

(a) If sound, 31 26 corrects "Janvier's Anderson." What say the REVIEW critics?

GAME NO. 95—PAISLEY.

Played at Chicago, September 13, 1887, between J. Reedy and Jas. P. Reed (blind-folded), being one of six simultaneous games.

11-16	26 17	1- 5	27 11
24 19	11-16	18 9	16-23
8-11	28 24	5-14	31 27
22 18	10-14	29 25	7-16
4- 8	17 10	6-10	27 18
25 22	7-14	25 22	20-17
16-20	18 9	11-15	32 23
30 25	5-14	22 17	2- 7
9-13	25 22	3- 7	17 14
22 17	8-11	23 18	
13-22	22 18	14-23	Drawn.

GAME NO. 96—OLD FOUR-TEENTH.

Played by correspondence between A. R. Houghton, Stanford, Vt., and C. M. Preston, North Adams, Mass.

11-15	9-14	6-22	16-20
23 19	31 26	23 18	18 15*
8-11	5- 9	7-10	20-27
22 17	21 17	24 19	15 6
4- 8	14-21	3- 7	2- 9
17 13	23 5	27 23	13 6
15-18	15-18	11-16	1-10
24 20	26 23	20 11	19 15
11-15	18-22	7-16	10-19
28 24	25 18	32 28	23 16
8-11	10-15	22-26 <i>a</i>	12-19
26 23	19 10	28 24	30 16

Preston won.

(a) This allows a very neat win; 2-6 is the correct move to draw.

GAME NO. 97.—SWITCHER.

Played in the Priest v. Reed match for the championship of Pennsylvania at Wilmington, September, 1878.

PRIEST'S MOVE.

11-15	13-22	15-19	19-24
21 17	18 9	23 16	17 14
9-13	6-13	12-19	24-28
25 21	26 17 (41)	20 16	22 17
5- 9	13-22	4- 8	28-32
24 19	25 18	21 17	27 23
15-24	11-15	8-12	20-24
28 19	18 11	16 11	23 18
9-14	8-24	12-16	32-27
30 25	27 20	29 25	14 10
7-11	10-15	16-20	27-23
22 18	32 27	25 22	Reed won.

(41)

In the forty-first game Reed varied as follows:

25 18	8-11	24 19	7-16
11-15	25 22	11-15	20 11
18 11	3- 7	19 16	14-18
8-24	32 28	12-19	22 17
27 20	1- 5	23 16	
4- 8	28 24	9-14	
29 25	5- 9	16 11	Drawn.

GAME NO. 98-FIFE.

By J. P. Connell, Cleveland, Ohio.

11-15	28 19	6- 9	18 15
23 19	9-14	32 28	26-31
9-14	22 18	10-14	15 10
22 17	14-17	19 15	31-26
5- 9	21 14	14-23	19 15
26 23	10-17	15 8	26-22
9-13	26 22	23-27	15 11
30 26	17-26	22 18	22-18
13-22	31 22	27-31	10 6
25 9	7-10	8 4	27-32
6-13	18 15	31-27	6 1
29 25	2- 6	24 19	18-14
1- 6	23 18	13-17	24 19
25 22	8-11	4 8	32-27
5- 9	15 8	17-22	11 7 <i>a</i>
24 20	4-11	28 24	3-10
15-24	27 24	22-26	1 6

(a) Corrects Clouser's "Fife," variation 124, at ninth move, also strands variation 123.

command of square 15, effectually preventing White from occupying square 22, and at the same time moving on squares 21, 25, 30 and 26 with the other White king.

(1)

18 15	15 10	14 17	10 15
6- 2	21-25	5- 9	25-21
			B. wins.

(2)

6- 2	5- 9	9-13	9-14
14 10*	10 6	or	6 10
			Drawn.

(3)

14 18	26 30	22 26	27 31
5- 9	10-15	23-18	9-14
18 23	30 26	26 31	31 27
1- 6	15-19	18-22	14-18
23 26	26 30	31 27	27 32
6-10	19-23	21-17	18-23
			B. wins.

(4)

14 17	17 21†	21 30	
5- 9	1- 5	9-14	B. wins.
	†If 18 15; 25-21, 17 22, 21-17, B. wins.		

(5)

25-22	15 10*	22-26	14 17
			Drawn.

(6)

15 18	14 17	18 15	17 22
6- 2*	5- 9*	25-21	2- 6
			B. wins.

(b) This move is of essential importance, as 25-30 only draws, as follows:

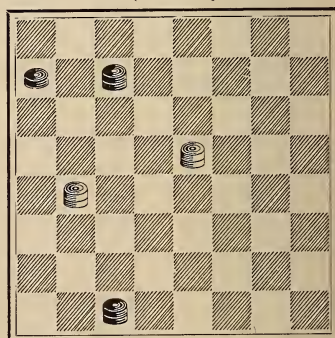
Solutions.

No. 177.

13- 9*	25-22	27-23 <i>d</i>	24-20
22 18	15 10	22 25 <i>e</i>	22 26
9- 6	22-26	2- 7 <i>f</i>	20-16
18 22 (1)	14 18	25 22	26 22
6- 1*(2)	5- 9	7-11	16-12
22 18 (3)	10 6	22 25 (7)	22 26
21-25	9-13	11-15	12- 8
18 15 (4)	6 10	25 22	26 22
1- 6*(5)	26-31	23-27 <i>a</i>	8- 3
14 17 (6)	10 14	22 26	14 9
6- 2*b	31-27 <i>c</i>	27-24	15-10
17 14	18 22	26 22	B. wins.

(a) Students should carefully note the movements of this piece. Black now has

(BLACK.)



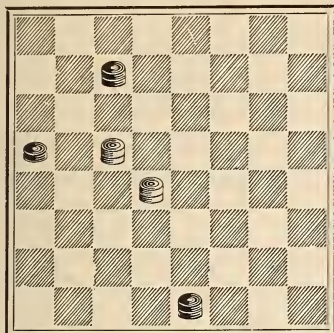
(WHITE.)

17 22	6- 2	22 17	9-13
5- 9	17 22	7- 3	17 22
22 17	2- 7	15 18	Drawn.

(c) Equal care must be taken here, as

2-6 allows the following neat draw:

(BLACK.)



(WHITE.)

18 22	9 14	9 14	25 22
6- 1	27-23	19-15	5- 1
14 9	14 9	22 25	22 25
31-27	23-19	1- 5	Drawn.

(d) If 2-7; 14 17, 7-10, 17 21, drawn.—
Anderson's Fourth.

(e) If 14 10; 23-19, 10 14, 19-15, 14 9, 15-10, B. wins.

(f) If 23-19; then 14 18, 2-7, 18 22, drawn

(7)

22 18	18 22	22 26	26 22
23-27	11-15*	27-24*	24-20*
		B. wins.	

No. 178.

The pieces here occupy the same relative position as in the previous diagram. Nevertheless, the win is quite different in many respects while similar in others.

21-25	15 10	11- 7	18 23
10 15	24-20	14 17 (3)	9-14
26-23	10 6	7- 2	22 26
15 10	20-16	6 10	11-16
25-30	6 10	5- 9	26 22
10 15	16-11	10 15	15-19
30-26	10 6	2- 6	23 26
14 17	19-16	15 18	16-20
26-31	6 10	6-10	26 30
17 14	16-12	17 22	20-24
31-27	10 6	3- 7	22 25
15 10	12- 8	22 17	14-18
27-24 (1)	6 10	7-11	
10 15	8- 3	17 22	
23-19	10 6	10-15	B. wins.

(1)

23-19	15-11	5 9	2- 7
14 17	18 14	17 13	22 17
27-23	19-15	10- 6	7-11
10 14	22 17	13 17	17 22
19-15	11- 7	7-10	10-15
17 22	17 22 (2)	22 18	18 23
23-19	15-10	6- 2	9-14
14 18	14 17	17 22	B. wins.
			<i>J. Hedley.</i>

(2)

17 21	7-11	13 17	23-26
15-10	17 22	14-18	25 30
14 17	11-15	21 25	19-23
5- 9	22 17	10-15	30 25
17 13	15-18	25 21	26-30
9-14	17 13	15-19	25 21
13 17	18-23	21 25	B. wins.
			<i>J. Hedley.</i>

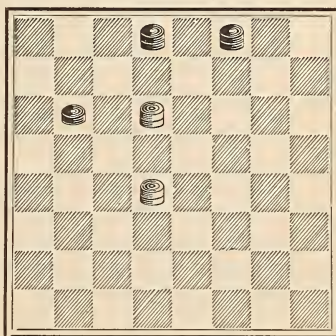
(3)

14 18	15 18	14 18	18 14
7- 2	16-19	7-11	19-23
6 10	10 6	18 14	14 17
3- 8* _a	9-13	11-16	27-31
18 15	6 10	14 18	17 13
8-12	13-17	16-20	23-26
15 19	10 14	18 14	13 17
5- 9	17-21	20-24	21-25
19 15	18 22	14 18	22 29
12-16	2- 7	24-27	26-22

B. wins.—*Hedley*

(a) To most students the opportunity of advancing the piece on 5 at this point is almost irresistible. But having patiently worked the kings so far, they should continue 3 8, otherwise White can draw. The position is as follows:

(BLACK.)



(WHITE.)

White to move and draw.

10 14	3- 7	18 23	2- 7
9-13	14 18 b	10-14	26 23
18 22	7-10	23 26	Drawn.

Anderson's Fourth.

(b) Having secured the draw, Whites must also exercise some care, as 14 17 here here loses by

7-10	10-14	13-17*	14- 9
17 21	21 25	22 13	B. wins.

No. 179.

This problem is an ending from the "Single Corner" and also succeeds in avoiding "Anderson's Fourth," as follows:

23-19 a	10 14	8- 3	14 9
14 10	16-11	14 10	15-10
26-23	14 10	23-19	
25 22	11- 8 b	10 14	
19-16	10 14	19-15	Drawn.

(a) If 26-30; then 25 22 draws.

(b) 23-19, 10 14, 19-15 or 11-15, 14 17 draws.

No. 180.

This problem was suggested by Mr. Luther Bradley, Greenfield, Ohio, who claimed a double solution for Problem No. 156, by 30-25, 16 23, 24-27, 23 32, 15-19, but we could not find the draw and propose to win as follows:

32 27 (1)	21 17	9 13	16 12
25-22	7-11	11- 7	7-11
27 31*	17 13	13 17	30 26
19-23	11- 7	7-11	20-24
28 24*	13 9	17 21	26 31
22-18	7- 2	11- 7	24-20
24 20 (1)	9 5	21 25	12 8
23-19	2- 7	7-11	11- 4
31 26*	5 1	25 30	23 19
18-15	7- 2	19-24	4- 8
26 22*	1 5	18 23	19 24
15-11	2- 7	11- 7	20-27
22 18*	5 9	20 16	31 24
11- 7	7-11	24-20	W. wins.

(1)

21 17	32 27	24 20	9 6
25-22*	26-31*	23-19	26-22
17 13 (2)	27 24	13 9	
22-26*	19-23	31-26	Drawn.

(2)

17 14	14 10	10 7	
22-18	18-23	19-16	Drawn.

The above four problems are of especial

importance to students, instructing them how to avoid Anderson's celebrated draw position at very critical stages, and should therefore be given patient and careful study.

No. 175.

32-27	30 26	16-20	13 22
1 6	23-30	9 13	30-26
27-23	6 9	20-24	B. wins.

No. 176.

31 26	20-27	18 15	2-11
19-10	26 22	10-19	8 22
28 24	17-26	11 7	W. wins.

No. 181.

29 25	17 22	9 5	10 6
22-29	18-25	11-18	W. wins.

No. 182.

11-16	10 1	9-14	28 19
20 11	14-18	17 10	23-14
2- 6	22 15	19-24	B. wins.

No. 183.

18-22	22-25	26-31	31-13
10 17	30 21	19 26	B. wins.

No. 184.

23-27	7-11	24-27	11-15
32 23	14 7	21 14	B. wins.

No. 185.

24 28	31 22	10 6	18 14
12-26	17-26	3-10	W. wins.

No. 186.

21 17	21-14	2 18	12-16
30-21	7 2	26-30	22 18
14 10	14- 7	18 22	W. wins

The headquarters of the Chicago Checker Club are in the rear of cigar store, 159 South Clark Street. Strangers are always welcome.

THE
American Checker Review,

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, DEC. 15, 1888.

No. 19.

THE CHICAGO CHECKER CLUB.

Friend Ketchum, who is a frequent and welcome visitor to checker headquarters, has been pleased to give his experience in the December issue of the *Poultry Ledger*, as follows:

"The Chicago Checker Club is composed of as fine a set of gentlemen as a checker-player would wish to meet. But if you are a 'scrub' and should drop into their headquarters at 159 Clark street, thinking to make a record, you would fall into cruel hands.

"There is no formality, and if a stranger, you would be immediately invited to play by some one, perhaps Starkweather. Your 'book-larnin' don't count for much with 'Starky;' he doesn't follow the lines, but he knows when he has you in a losing position, and will hammer you until you cry 'enough,' and smile very pleasantly when the game is done. He will then surrender his seat to Crowell. That gentleman is not a student of the game; he has passed that—he is a professor. He will play 'book' with you all day, and if you make a book loser just set them over. After adding a few games to the wrong side of your score with him, Capt. Doyle will face you. You start 11-15 and he immediately fastens 'the Captain's Cross' on you. We have been told that he has the game copyrighted. Whether he has or not is unimportant; he is the only man in this country who plays it, and you will be lucky to get away with a draw. Then you are liable to get a lesson from Freer, Bishop, Ward and Thompson. Thompson plays Whilter and Single Corner with the regularity and precision of an automaton. Then there is the 'Judge,' a player from 'way back,' and though he doesn't play now, he is present at all sessions of the club. His vision takes in three boards at a glance, and he announces the losing move as soon as made.

"Should the club conclude that you are not entirely cured of your conceit, they will call in their star performers, Denvir and Hefter. A short session with them will convince you that the knowledge of the game which you do not possess is very much in excess of that which you do possess. Though with only such leisure as business men can command, these gentlemen stand well up in the front rank of checker experts—a fact well attested by their winning scores with such players as Maize, Wright, Fitzpatrick, Truax, Irwin, and the host of others who gravitate about the Garden City. They are and have been for years extensive contributors to the literature of the game.

"The REVIEW, edited by Mr. Hefter, has been pronounced the best publication ever issued, devoted entirely to the game. Mr. Denvir, aside from editing an excellent column in the *Evening Lamp*, has in preparation a work of more than one thousand variations on the Second Double Corner, an opening for which he has become famous in cross-board play. The Chicago Checker Club, like most institutions of that city, is on the generous plan—large and flourishing."

In connection with the above, we wish to add that our players have recently obtained State incorporation, and are about making many improvements for the benefit of local players and visitors. Mr. Harvey L. Hopkins, who has always manifested much interest in the club, is mainly responsible for the new changes.

TO MATCH PLAYERS.

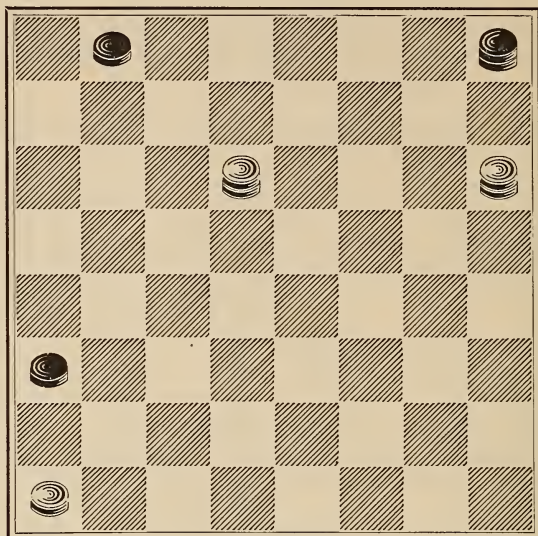
PROF. A. P. BAKER, Cobb, Wis., writes us that he has played a good many matches in checkers and has never suffered defeat, and is willing to play now for money or for glory.

Do any of our readers desire to "tackle" the Professor?

PROBLEM NO. 187.

By M. H. C. WARDELL, DOWNSVILLE, N. Y.

BLACK.



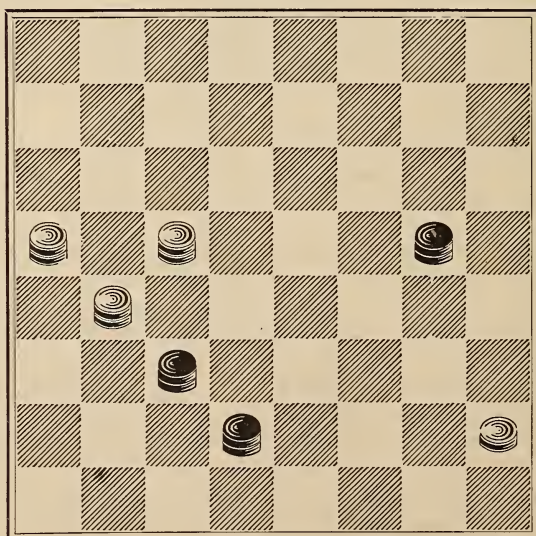
WHITE.

White to move and win.

PROBLEM NO. 188.

By THE LATE WM. STRICKLAND, LEEDS, ENGLAND.

BLACK.



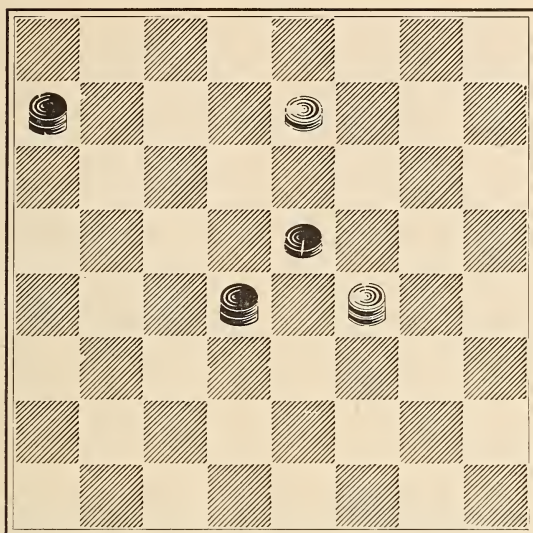
WHITE.

White to move and win.

PROBLEM NO. 189.

By CHAS. HEFTER, PROBLEM EDITOR.

WHITE



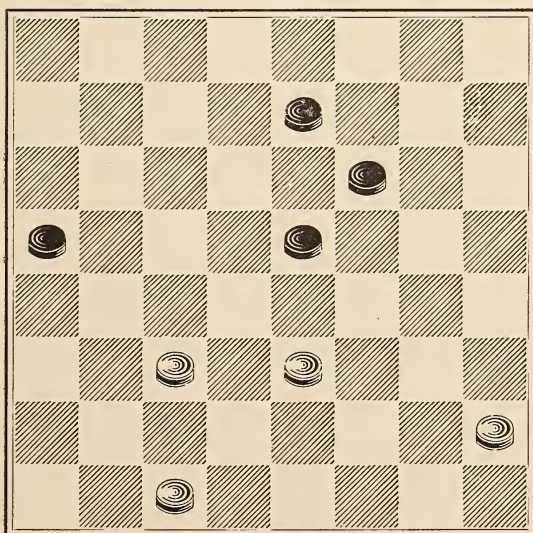
BLACK.

Black to move and win.

PROBLEM NO. 190.

By WM. H. TYSON, BIG RUN, PENN.

BLACK.



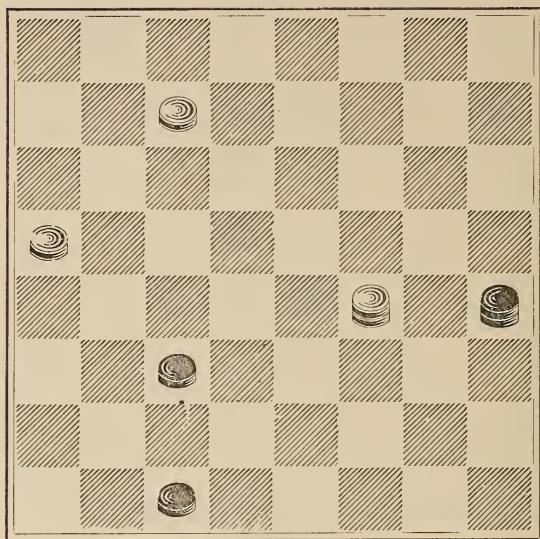
WHITE.

White to move and win.

PROBLEM NO. 191.

BY JAS. MURRAY, ORANGE, N. J.

WHITE.



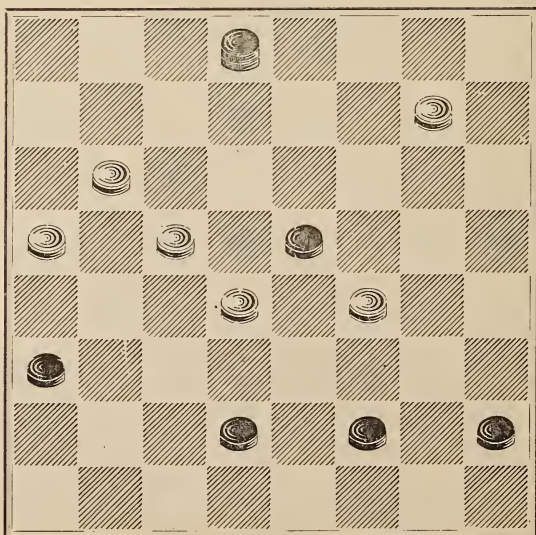
BLACK.

Black to move and draw.

PROBLEM NO. 192.

BY DR. A. SCHAEFER, NEW YORK CITY.

WHITE.



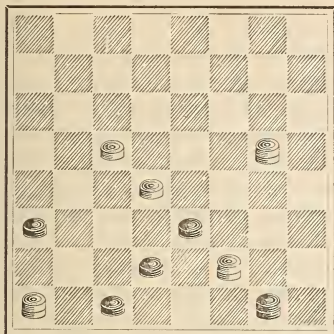
BLACK.

Black to move and win.

PROBLEM NO. 193.

By L. M. Stearns, Derry Depot, N. H.

(WHITE.)



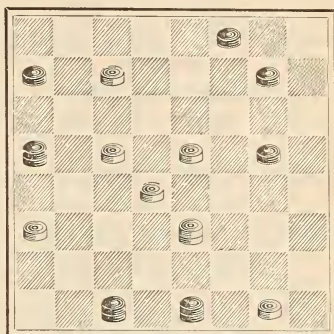
(BLACK.)

Black to move and win.

PROBLEM NO. 194.

By B. D. King, Ionia, Mich.

(BLACK.)



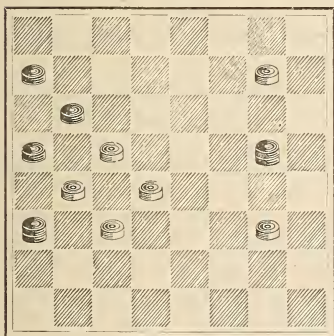
(WHITE.)

White to move and win.

PROBLEM NO. 195.

By G. W. Hanson, Akron, Ohio.

(BLACK.)



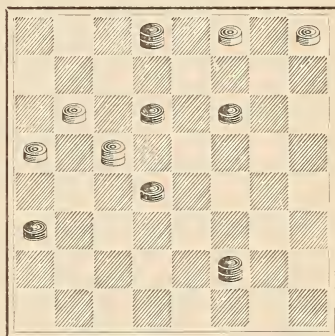
(WHITE.)

White to move and win.

PROBLEM NO. 196.

By W. T. Kerr, Pittsburgh, Pa.

(WHITE.)



(BLACK.)

Black to move and win.

PROBLEMS FOR BEGINNERS AND STUDENTS.

No. 193.—Editor Stearns has a happy faculty of fixing old ideas into new and happy settings for students. The above is one of his bright examples.

No. 194 is one of the old-style of pyrotechnical strokes, which when solved without touching any of the

pieces causes so much pleasure.

No. 195.—Mr. Hanson's is a very pretty composition. It is not often that having a piece ahead, we not only sacrifice it, but also an additional piece to secure the win.

No. 196.—Mr. Kerr's idea is similar to that of Mr. Hanson's as to sacrificing pieces, but otherwise will be found quite dissimilar.

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

CHICAGO, DECEMBER 15, 1888.

ATTENTION, READERS.

"TO BE, OR NOT TO BE."

We invite all those who are interested in the success and continuance of the REVIEW to study the following lines closely, and communicate their conclusions at their earliest convenience. We are in constant receipt of letters and notices congratulating us upon the remarkable success of the REVIEW, and wishing us "*long life and prosperity*," and it is regarding the consummation of this wish that we now address our readers.

The time for the completion of our first year is very nearly at hand, and it is high time we reached a definite conclusion regarding the future of the REVIEW. That we have fulfilled *every promise in every particular cannot be gainsaid*, and we now state that any promises here made will be carried out as religiously.

After consultation with numerous checkerists, who have interested themselves in our success, we desire to state the ONLY conditions under which the REVIEW will be continued.

- 1st. The size, number of pages, style, etc., etc., to be similar to this issue.
- 2nd. The volume to consist of twenty-four numbers and an index—making twenty-five issues.
- 3rd. The price to be \$2.50, per annum in advance, or ten cents per number.
- 4th. The subscription list *must be at least 500*—its present standing.
- 5th. Subscriptions *will now be received*, and should the list not reach the desired number, all money will be refunded and the magazine discontinued when No. 24 is issued.
- 6th. A commission of twenty per cent will be allowed any of our present sub-

scribers who will secure us a *new* subscriber. This can be deducted when remitting to us. Each new subscriber will also have the privilege of the same commission on other new subscribers.

After reading these conditions, we trust that *every reader* will consider himself an agent especially delegated to establish the REVIEW on a permanent basis, and we insert the 6th condition as a special inducement to stimulate action among you all. There are hundreds, yes thousands, of checkerists, we are unable to otherwise reach, and we rely upon you to bring them into the ranks. We trust all our brother editors will kindly give notice of the above.

INDEX TO VOLUME I.

We desire, if agreeable to our readers, to publish an index to our first volume. As this was not included in the subscription price, we request all those who desire it to send us *ten cents* in stamps, and if sufficient is received to defray the costs, each one so remitting will receive an index; if otherwise, money will be refunded.

OUR POSITION.

Ye editors and publishers have certainly received a sufficiency of glory for their efforts to establish a first-class magazine entirely devoted to our favorite game. But in attaining it, we have devoted an amount of time and a degree of study, for which the results are entirely inadequate. The continuance of the magazine depends entirely upon the checker public, and whether the results are "to be or not to be," we will accept the former and do our duty, or the latter and feel perfectly resigned.

JOHN A. LARSEN and Squire Anderson, of Galva, Ill. desire to play some of our readers six or eight games by correspondence, to afford entertainment during the long evenings now at hand. Address John A. Larsen, Box 82, Galva, Ill.

ARE all our American cashiers now in Canada ex-checker-ists?

GAMES.

GAME NO. 99—KELSO.

Played between M. C. Priest, Philadelphia, Penn., and James Adam, the celebrated blind-fold player of Arnot, Penn., taken from *The Board*, page 133, and arranged with notes and comments by Chas. Hefter.

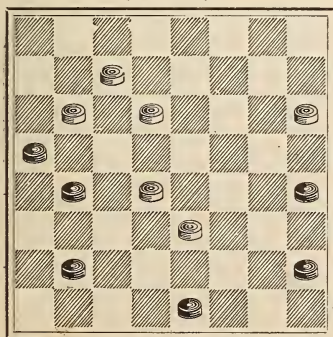
10-15	29 22	16-20	15 8
21 17	3- 7	26 23	24-28
11-16	32 27	19-26	10 6
23 18	1- 6	30 23	28-32
8-11	22 18 C	12-16	6 1
24 20	6- 9	28 24	32-27
9-13	18 14 B	8-12 A	1 5
25 21	9-18	15 11	9-14
6- 9	23 14	5- 9	18 9
17 14	19-23	23 18	27-18
16-19	27 18	16-19	8 3
27 23	16-19	24 15	16-19
11-16 D, E	18 15	12-16	3 7
20 11	7-16	27 23	19-23
7-16	31 27	20-24	7 10
18 11	4- 8	11 7	
9-25	14 10	2 11	Priest won.

Mr. Adam was desirous of ascertaining the losing move, also Blacks last draw, and invited criticism, which he thought would be both interesting and instructive. The results were doubtless far beyond his expectations.

(A)

This move first attracted the attention of the critics, and on page 140 Mr. W. A. Jones, Lockport, N. Y., claimed a draw, but gave no play. The position is as follows:

(WHITE.)



(BLACK.)

Dr. J. Stayman, Leavenworth, Kan.,

first disagreed with Mr. Jones, and offered the following play to sustain the win:

5- 9*	6 1	9-14	1 6
10 6	8-12 (1)	15 11	
2- 7 b	24 19	7-10 c	W, wins.

(b) If 9-14; then 24 19 wins.

(1)

9-14	8-12	7-10 (2)	
24 19	15 11	1 6	W. wins.

(2)

14-18	18-22	22-26	26-31
11 2	2 6	6 10	1 6

W. wins.

(c) This move did not please other critics and on page 165, we find Messrs. Gormly, Kelly, Calvert, "Amateur" and Jones, all crying in unison that the Kansas doctor had made an error in his diagram, and that Black could draw as follows:

14-18 d	18-22	22-26	26-31
11 2	19 15	23 18	Drawn.

(d)*Notwithstanding the unanimity of opinion regarding the value of this move, Mr. Hefter dissented and on page 174 he reviewed the problem and offered the following solution:

5- 9*	9-14 (6)	13-17 e	22-26
10 6	24 19 (4)	11 2	2 6
2- 7 (7)	8-12	17-22	26-31
6 1	15 11	19 15	Drawn.

(e) If 7-10; then 1 6 wins, and if 14-18; W. wins as follows:

14-18	2 7*	26-31 (3)	10 19
11 2	22-26	7 10	
18-22	1 6	31-15	W. wins.

(3)

26-30	20-27	32-27	27-24
7 11	11 20	18 15	20 27
30-26	27-32	26-31	31-15
27 24	23 18	15 10	6 1

W. wins.

(4)

1 6	7-10	24 19 (5)	14-18*
-----	------	-----------	--------

Drawn.

(5)

15 11	23 16	12 8	24 19
8-15	14-18	22-26	26-31
6 9	16 12	8 3	19 15
16-19	18-22	15-18	Drawn.

(6)

8-12	15 10 f	7-14	1 6
------	---------	------	-----

W. wins.

(f) A cute correction of the doctor's play.

(7)

8-12	13-17	6-10	22-26
15 11	1 5	24 19*	6 15
9-14	2- 6 (8)	17-22	
6 1	5 1	1 6	W. wins.

(8)

17-22	21 14	26-31	18 14
5 9	22-26	23 18	
14-17	14 10	31-26	W. wins.

At the conclusion of his play Mr. Hefter remarked: "The above position is so puzzling that I shall feel surprised if not criticized." He was not altogether surprised. The corrections and queries were as follows:

First.

Variation 5, fifteenth move, 3 7 for 19 15 wins.—*Jas. Murray.*

Mr. Hefter sustained the draw by 10-14, for 26-31 at the fourteenth move.

Second.

Trunk, fourth move; for 6 1 play

15 10	14-18	6 2	16-20
7-14	23 14	31-26 <i>g</i>	7 11
6 2	17-22	2 7	8-12
13-17	14 9	26-23	11 16
2 6	22-26	27 18	
9-13	9 6	20-27	
6 10	26-31	10 15	W. wins.

Thomas Finn.

(*g*) 8-12, 2 7, 16-19 draws easily here.

Third.

"Amateur" requested a continuation of variation 7, and was accommodated as follows:

26-31 (9)	11 8	31-24	15 11
			W. wins.

(9)

26-30	30-26	26-31	20-27
15 18	18 9	27 24	19 15

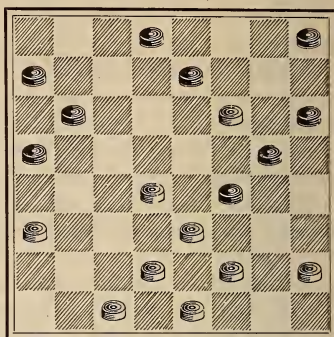
W. wins.

After an exchange of compliments between Mr. Hefter and "Amateur" this part of the controversy ceased, yet, most singularly, Mr. Robertson incorporated this play in his "Guide," regardless of corrections of the game at previous moves.

(B)

Mr. Willie Gardner, the celebrated Leeds expert, has been reviewing Mr. Robertson's "Kelso" play, and at this point demonstrates how Mr. Priest should have won. The position is as follows:

(BLACK.)



(WHITE.)

White to move and win.

27 24	27 23 <i>h</i>	10 7	16 19
9-14 (10)	19-24	27-24 <i>i</i>	8-11
18 9	28 19	7 3	22 18
5-14	20-24	24- 8	14-23
24 15	19 15	3 12	19 26
16-19	24-27	2- 7	11-15
23 16	23 18	30 26	26 23
12-19	14-23	7-10	
31 27	26 19	26 22	
7-16	27-31	10-14	
15 11	15 10	12 16	
16-20	31-27	4- 8	W. wins.

(*h*) Mr. Gardner is evidently seeking a fine ending. A shorter win would be

26 22	27 23	30 23	11 7
2- 6	19-26	6- 9	W. wins.

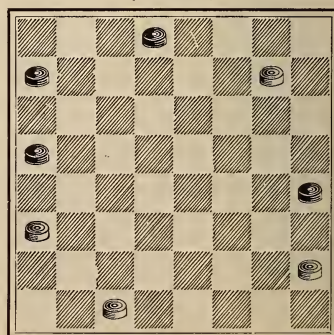
(*i*) If 27-23; then 30 25 wins.

(10)

16-20	16-19	9-18	19-26
24 15	23 16	11 8	31 8
7-16	12-19	4-11	
15 11	18 14 <i>j</i>	26 23	

and Mr. Gardner produces the following pretty little ending:

(BLACK.)



(WHITE.)

Black to move and White to win.

2- 6 (12)	21 14	9-13	15 19
8 3	9-18	10 15	22-26
6- 9	30 26	18-22	19 23
3 7	5- 9	26 17	26-31
13-17 (11)	7 10	13-22	28 24

W. wins.

(11)

9-14	14-18	18-22	13-22
7 11	30 26	26 17	11 15

W. wins.

(12)

5- 9	30 26	22-26	15 18
8 3	18-22 (13)	11 15	2- 7
9-14	26 17	26-31	17 14
3 8	13-22	21 17	
14-18	8 11	31-26	W. wins.

(13)

2- 7	7 11	23-26	2 6*
8 3	20-24	11 7*	25-18
7-10	28 19	26-30	6 9
3 7	18-23	7 2*	13-17
10-14	26 22	30-25	19 15

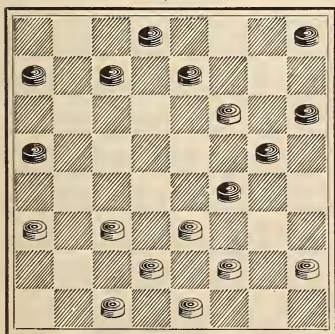
W. wins.

(j) Mr. Gardner could not resist the pretty ending which he would have made materially shorter by 31 27, 2-6, 18 15, etc.

(C)

Mr. Gardner's play is very fine, but Mr. E. Huntington, Kelley's Island, Ohio, claims a still earlier win for White, and on page 41, volume 2, we find him playing as follows:

(BLACK.)



(WHITE.)

White to move and win.

27 24	11 7	18 9	11 20
16-20	4- 8	5-14	26-31
24 15	7 2	6 10	23 18
7-16	8-11	14-18	27-32
15 11	26 23	21 14	19 15
6-10	11-16	13-17	32-27
23 19	31 27	10 15	15 10
16-23	10-14	18-22	31-26
26 19	22 18	15 11	14 9
2- 6	13-17	22-26	26-23
30 26	2 6	27 24	18 14
6- 9	9-13 (14)	20-27	W. wins.

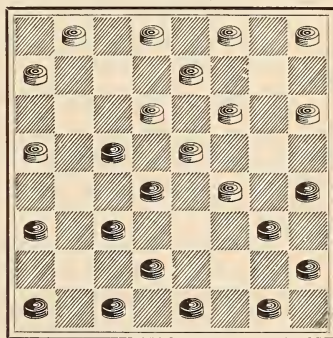
(14)

17-22	5-14	30-26	10-17
6 13	19 15	9 18	21 14
22-26	26-30	26-10	
18 9	13 9	18 14	W. wins.

(D)

After showing his win, Mr. Gardner, like Mr. Adam, calls for enlightenment regarding the latest draw. We think Mr. Calvert, New London, Conn., first attempted this task, varying at the eleventh move of the trunk. The position is as follows:

(WHITE.)



(BLACK.)

Black to move and draw.

12-16*	25 21	2- 7	24 8
32 27	7-10*	29 25	7-10
4- 8	14 7	13-17	20 11
30 25 (15)	3-10	22 13	27-32
8-12	17 14	15-29	8 3
21 17	10-17	27 24	29-25
1- 6	21 14	9-27	Drawn.

(15)

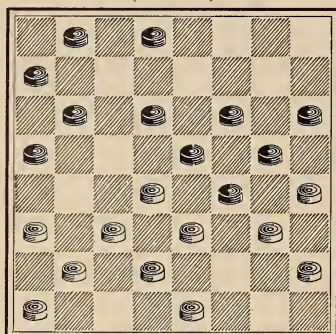
27 24	14 7	26 17	18 14
8-12	3-10	19-26	2- 7
30 25	22 17 k	31 22	
7-10	13-22	9-13	B. wins.

The criticisms on this play were as follows:

First.

At the seventh move of variation 15 Mr. Hefter demonstrated a White win, as follows:

(BLACK.)



(WHITE.)

White to move and win.

18 14*	9-27	25 18	16-19
10-17 <i>l</i>	22 17* <i>m</i>	15-22	26 17
21 14	13-22	24 8	W. wins.

(*l*) If 9-27; then 22 18 wins.

(*m*) 22 18 would permit a pretty draw.

22 18	13-17	25 18	1- 6
15-22	20 11	2- 7	
24 8	27-32	11 2	Drawn.

Being unable to find a flaw here, Mr. Calvert sustained his win on variation 15 for Blacks by varying at the second move. For 8 12, play:

7-10	19-26	10-14	6-10
14 7	31 22	24 19	13 6
3-10	8-12	15-24	2- 9
22 17	30 25 (16)	28 19	17 13
13-22	1- 6	16-23	23-26
26 17	17 13	22 17	B. wins.

(16)

30 26	15-31	3 8	27-23
1- 6	24 8	18-22	11 8
17 13	9-14	8 11	23-18
16-19	8 3	31-27	
22 17	14-18	28 24	B. wins.

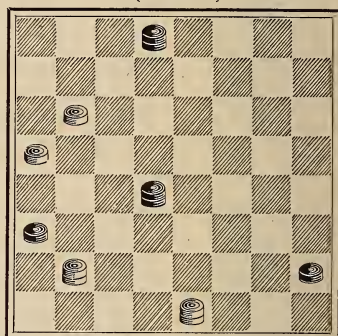
Second.

"Amateur" expressed the opinion that 13 17 at the fifteenth move of Mr. Calvert's trunk would win for Black, but Mr. C. thought otherwise and gave play as follows:

13-17	23-26	23-18	31-27 <i>r</i>
22 13	22 18	14 10	2 7
15-22	6-10	17-22	27-32
26 17	17 14	8 3	7 11
19-26 <i>q</i>	10-17	22-26	15-18
31 22	19 15	3 8	8 4
9-25	26-31	18-15	5- 9
29 22	15 8	10 6	11 8
16-19	31-26	2- 9	32-27
27 24 <i>p</i>	28 24 <i>n</i>	13 6	24 19
18-23 <i>o</i>	26-23	26-31	
24 19	18 14	6 2	Drawn,

(*r*) The position is very neat here. Mr. Calvert misses a pretty win.

(WHITE.)



(BLACK.)

Black to move and win.

31-26*	7 11	15- 8	11 8
2 7 (17)	22-18	3 11	16-19
26-22*	8 4	12-16	B. wins.

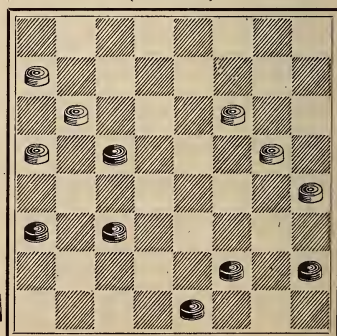
(17)

2 6	8 3	6 2	6 2
26-22	5- 9	13-17	22-26
6 2	2 6	2 6	
22-18	9-13	17-22	B. wins.

(*n*) 18 15 will draw here.

(*o*) Another very neat win is missed here. The position is as follows:

(WHITE.)



(BLACK.)

Black to move and win.

11-15*	15-24	23-27	32-27
20 16	28 19	18 15	15 11
19-23	2- 7	27-32	6-10
24 10 (18)	22 18	17 14	B. wins.

(18)

16 11	28 19	17 14	14 10
23-26	26-30	25-22	6- 9
24 19	22 18	19 15	
15-24	30-25	22-17	B. wins.

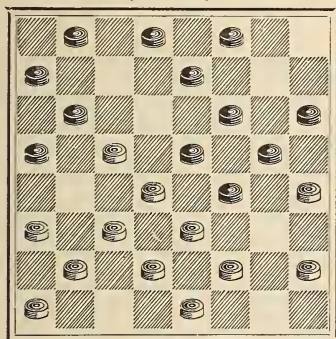
(p) 22 18 again restores the draw.

(g) It seems almost ludicrous that none of the critics noticed that Black missed an easy win here by

9-18	19-24	16-32	6- 9
23 14	28 19	29 25	B. wins.

and only when writing the copy for the REVIEW did we note the blunder. As this would leave the game a Black win, we decided to investigate further, with results quite surprising. Mr. Calvert's variation tends to give Black all the advantage, but at his sixth move the following variations will doubtless prove interesting:

(BLACK.)



(WHITE.)

White to move and win.

27 24*	14 7	18 14	or
7-10 s	3-10	10-17	9-27

W. wins.

as in first correction of part D.

(s) If 1-6; 14 10, 7-14, 22 17, etc. wins.

If 3-8; 21 17, 1-6, 25 21, etc., wins.

If 2-6, 21 17 wins.

If 13-17; 22 6, 2-9, 21 17 wins.

Mr. Calvert may possibly restore the draw by varying with the Blacks at the third or fifth moves (4-8 or 8-12) and the REVIEW will cheerfully accord him space to demonstrate his original conclusion if he can; meanwhile we call our readers' attention to draws offered by Messrs. J. Lees, Dalmellington, and Wm. Taylor, Dundee.

(E)

Both critics seek the draw at the same point as Mr. Calvert. Mr. Lees in Game No. 109, *Leeds Express*, plays as follows:

14-17	30 26	18-22	14 10
22 6	5- 9	23 18	27-31
15-22	32 27	15-19	20 16
26 17 t	9-14	27 24	12-19
19-26	17 10	19-23	10 7
31 22	7-14	18 15	3-10
2-25	22 17	4- 8	15 6
29 22	14-18	17 14	1-10
11-15	26 23	23-27	24 6

Drawn.

(t) 23 16, 12-19, 26 17, 2-18 leaves Black with a strong position.

In Game No. 116, *Leeds Express*, Mr. Taylor draws the same position as follows:

3- 8	11-16	27-32	2- 6
23 16	20 11	19 15	8 11
12-19	7-16	12-16	6- 9
30 25	18 11	11 8	11 15
1- 6	9-25	4-11	9-14
32 27	29 22	15 8	18 9
6-10	19-23	16-20	5-14
27 24 (19)	26 19	8 3	
10-17	16-23	32-27	
21 14	22 18	31 24	
8-12	23-27	20-27	
25 21	24 19	3 8	Drawn.

(19)

27 23	22 6	21 17	31 22
10-17	15-22	11-15	18-25
23 16	26 17	25 21	10 7
8-12	2-18	7-11	8-12
21 14	29 25	14 9	7 3
12-19	19-23	5-14	15-18
25 21	17 14	17 10	
13-17	4- 8	23-26	Drawn.

We think the above play will prove very interesting to all students of the game, and give them a fair idea of the labor involved in the analysis of a good game.

GAME NO. 93.

Mr. D. L. Gorton, Iowa City, Ia., hardly thinks Mr. Umsted has given the best play for Blacks, and requests further information at the thirty-fifth move. The position is B., 3, 6, 7, 12, 13, 17; W., 16, 19, 22, 23, 25, 26; W. to move. For 25 21, play 16 11*, 7-16, 25 21.

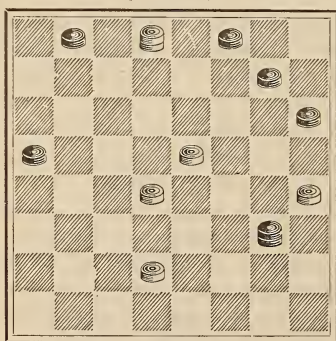
GAME NO. 100—CROSS.

Played between Wm. Campbell and Jas. P. Reed in their match at Glasgow, February, 1886, with notes by Mr. Reed.

11-15	16-20	7-11	27-32
23 18	24 19	23 18	24 20
8-11	14-18	11-16 <i>b</i>	32-27
27 23	32 27	17 14	30 26
10-14	4- 8	16-23	27-24
23 19	22 17	14 9	22 18
14-23	9-13	5-14	24-19 <i>a</i>
19 10	25 22 <i>d</i>	18 2	20 16
7-14	18-25	23-27	19-10
26 19	29 22	31 24	2 6
11-16	2- 7	20-27	Reed
19 15	27 23	28 24	won.

(*a*) Immediately fatal; the position seems a certain win for Blacks and almost every player in Europe tried to show me how Mr. Campbell should have won. Mr. Dunne, in reviewing the game in the *Leeds Mercury*, also gave play here to show a Black win, and Mr. J. L. Richmond, the celebrated North of England expert, tried to win it again at South Shields, but failed. He subsequently sent almost the exact play to the *Mercury* to correct Mr. Dunne, but doubtless owing to a slight lack of memory, forgot to give me any credit for the draw, which was as follows:

(BLACK.)



(WHITE.)

Black to move and White to draw.

24-27	23-26	8-11	18-23
26 23	2 7	6 9	5 9
27-24	26-31	11-15	27-31
18 14	9 6	20 16	9 14
24-19	31-26	15-19	31-26
23 16	6 2	16 12	7 11
12-19	26-23	19-24	26-22
14 9	2 6	9 5	11 15
19-23	23-18	24-27	
15 10	7 2	2 7	Drawn.

(*b*) After the game was over Mr. W. Bryden, the well-known Glasgow player, thought Mr. Campbell should have won here by 3-7, but in playing it over Whites always had the best of the ending.

3- 7	7-10	1-10	10-26
28 24	24 20	19 16	30 7 <i>c</i>
20-27	6- 9	12-19	
31 24	15 6	17 14	Drawn.

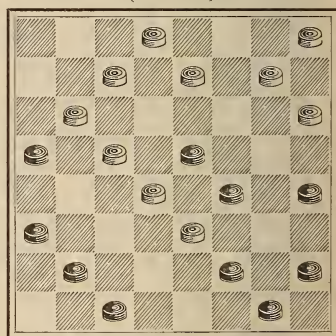
(*c*) A nice position for Black to play and draw.

(*d*) In his review, Mr. Dunne classed this as a weak move, and gave the following play to draw:

17 14	26 23	10 7	15 6
6- 9	13-17	3-10	8-11
14 10 <i>f</i>	25 22	22 18	6 2
9-14	17-26	6- 9	11-16
30 26	31 22	15 6	2 6
2- 6	18-25	1-10	17-22
28 24	29 22	18 15	
5- 9 <i>e</i>	9-13	13-17	Drawn.

(*e*) Mr. Dunne overlooked a very pretty win here, as was shown by Mr. A. Woolhouse, London, England. The position is:

(WHITE.)



(BLACK.)

Black to move and win.

14-17*	8-11	27-24	19-23
21 14	15 8	19 15	21 14
18-23	6-31	24-19	22-18
27 18	8 4	14 10	
20-27	31-27	13-17	
31 24	24 20	25 21	B. wins.

(*f*) I desire to offer the following play to restore Mr. Dunne's draw, and will be pleased to meet any criticism thereon:

30 26	13-22	25 18	8-15
2- 7	26 17	9-13	18 11
15 10	11-16	28 24	16-19
7-11	19 15	13-22	24 15
21 17	18-22	15 11	12-16
			Drawn.

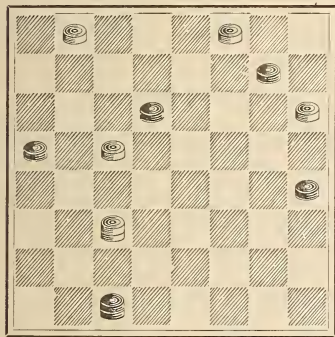
GAME NO. 101—LAIRD AND LADY.

The English critics are still hammering at Mr. Steven's draw on the 1-6 line, but no errors yet shown are quite as ludicrous as their latest effusions in the Leeds *Express*. Editor Hodgson discovers the clerical error shown in note "c," page 178, though he entirely overlooks the draw by 25-29 at the same point. He also claims a new win as follows:

11-15	21 14	6-10	25 21
23 19	15-18	15 6	18-25
8-11	23 25	2- 9	27 9
22 17	1- 6	22 15	11-18
9-13	19 15	9-18	9 6
17 14	4- 8	26 22	18-23
10-17	26 22	19-23	6 2
21 14	12-16	28 24	8-11
6-10	24 20	5- 9	20 16*
25 21	16-19	24 19	11-20
10-17	31 26 <i>b</i>	9-14	2 11

The position is left as follows:

(WHITE.)



(BLACK.)

A number of our critics thought Mr. Hodgson should have continued the play, and therefore would not answer his criticism. However, we offer the following to sustain the draw:

20-24	27-31	3- 7	23-27
11 16 (1)	20 24	24 20	32 23
24-27	25-29	29-25	13-17
16 20	19 15	20 16	Drawn.

(1)

19 15	27-31	10 7	13-17
24-27	11 15 <i>a</i>	23-27	
15 10	3- 8	32 23	Drawn.

(*a*) If 10 6; then 23-27, 32-23, 13-17, drawn.

(*b*) In Game No. 119 of the *Express* our London correspondent tries to sustain the White win and varies here as follows:

30 26	8-12 <i>d</i>	1 6	17-21
6- 9 <i>c</i>	6 1	10-14	14 16
15 10	7-10	6 10	21-30
11-15	14 7	14-17	27 24
10 6*	3-10	10 14	W. wins.

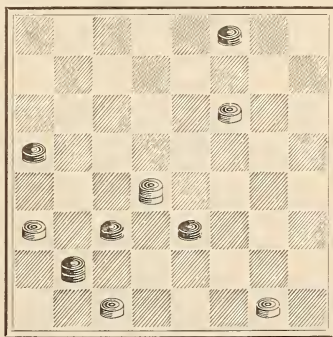
(*c*) Unless Mr. Reed's play in Game No. 83 is proven incorrect our readers will hardly realize the value of this variation.

(*d*) Mr. Tescheleit also shows that 7-10 or 7-11 would also lose, and one is almost inclined to think his conclusions correct (after 6-9), but in the same column, Game No. 120, Mr. Lees takes issue with Mr. T. and plays

8-11	6 1	10-14	14 23
27 23	7-10	6 9	21-30
18-27	16 7	14-17	22 17
32 16	2-11	9 14	
9-18	1 6	17-21	Drawn.

Had Mr. Lees stopped here all would have been well, but he tried to win the Reed-Campbell book offered in Game No. 83 for solution to the following position:

(BLACK.)



(WHITE.)

Black to move.

He continues same for a White win and Editor Hodgson joins with him in calling for

GAME NO. 102—DYKE.

Contributed with notes by Mr. J. T. Hennigan, Groton, Mass.

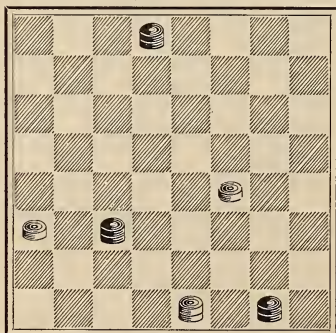
11-15	9-13	18-23	30-26
22 17	32 27	26 22	28 24
15-19	6- 9	23-26	5- 9
23 16	27 24	22 18	13 6
12-19	20-27	26-30	14-10
24 15	31 15	7 2	24 19 <i>b</i>
10-19	1- 6	19-23	10- 1
25 22	29 25	2 7	15 10
8-11	7-10	23-27	26-23
30 25	14 7	25 22 <i>a</i>	19 16
4- 8	3-19	27-31	23-19
22 18	18 15	7 10	16 12
11-16	2- 7	31-27	19-15
25 22	22 18	10 1	10 7
8-12	7-10	27-23	15-11
27 23	15 11	22 17	7 2
16-20	10-14	13-22	22-26
23 16	18 15	1 6	21 17
12-19	14-18	23-14	26-31
17 14	11 7	6 13	17 14 <i>e</i>

(*a*) In game No. 32, volume 1, *D. P. W. M.* this move is offered by Mr. Jas. Lees to draw and correct Drummond's "Second," page 58, where 7 10 and 15 11 are given, and Black winning in both cases.

(*b*) 15 11 seems as good.

(*c*) Mr. Lees abandons the game here as a draw. The ending is the same as a problem by the late Dr. Yates in "Gould's Book," Black winning as follows:

(WHITE.)



(BLACK.)

31-27	10 7 (1)	19-24	7 16
14 10	23-19	3 7	20-11
27-23	7 3	24-20	B. wins.

(1)

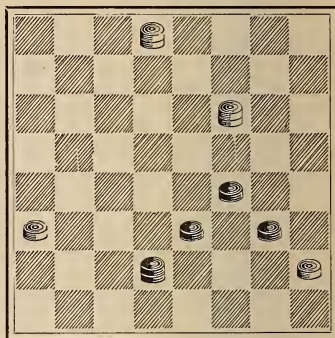
2 6	18-16	6 1	5- 9
23-18	9 6	15- 6	
6 9	1- 5	1 10	B. wins.

Corrections.

Problem No. 155.

Mr. Finn is not satisfied with the play of Messrs. Belden and Sheean, and offers the following play to sustain his original Problem No. 103. The position at 4th move of Problem 155 is as follows:

(BLACK.)



(WHITE.)

For 11 15 or 21 17, which draws, play:
 2 7* 7 10 10 15 11 16
 26-22 22-18 18-22 W. wins.

Game No. 65.

Mr. F. Wolf, Syracuse, N. Y., writes as follows: At 20th move of Game No. 65, for 31 27, 19-24, etc., play 17 13, 2-7, 31 27, and proceed as shown. But 31 27 before 17 13 loses. The position is as follows: B., 1, 2, 5, 6, 8, 9, 12, 15, 19. W., 17, 20, 21, 22, 25, 26, 27, 30, 32.

19-24	23 18	9-18	4 8
27 23	27-31	22 8	23-26
8-11	21 17	31-29	30 23
17 13	15-19	8 4	29-25
24-27	18 14	19-23	B. wins.

Game No. 43.

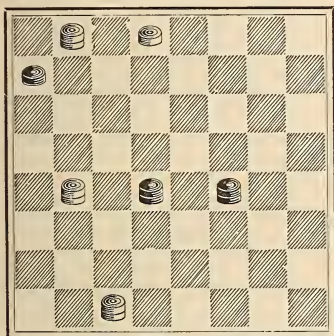
Mr. Reed thinks Mr. Beattie missed an easy win at the thirteenth move. The position is B., 1, 2, 3, 4, 5, 6, 9, 11, 12, 14. 16; W., 17, 18, 19, 21, 23, 25, 26, 27, 29, 31, 32. For 2-7, which allowed Mr. Smith a chance to draw, play

16-20	32 28	20-24	20 11
17 10	3- 8	27 20	8-24
6-24	28 19	11-16	B. wins.

Problem No. 115, Game No. 79.

After noting that 8 4 for 8 3 would sustain the draw at the twentieth move of variation 2, page 166, Mr. R. McCulloch, the celebrated compiler and reviewer of Anderson, shows how Mr. Sheean overlooked the following very pretty win:

(WHITE.)



(BLACK.)

Black to move and win.

14-10*	31 24	10-15	16 11
16 11 (2)	28-32	20 16	24-19
15- 8	12 8 (1)	27-24	11 7
3 12	32-27	8 3	19-15
32-27*	24 20	15-10	B. wins.

(1)

12 16	16 12	16 11	8 4
32-27	27-23	23-19	7- 3
20 20	30 16	11 8	4 8
10-15	15-10	10- 7	19-15
			B. wins.

(2)

3 8	32-27	16 7	11-15
10- 7	31-23	2-11	16 12
8 12 (3)	28-32	24 19	15-11
15-11	12 16 a	32-27	
16 20	7- 2	19 16	B. wins.

(a) If 24 19; then 32 27, 19 16, 27-23 B. wins.

(3)

16 20	32-27	12 16	28-19
7-11	31 24	32-28	
8 12	28-32	16 7	B. wins.

Problem No. 123.

Mr. Jas. Murray, Orange, N. J., states that in note "e," fifth move, 6 9 for 8 3 draws, same as in trunk at fifth move.

Game No. 87.

F. O'Melay says at the forty-fifth move (the position being B., 1, 5, 12, 15 and 26; W., 10, 17, 20, 24, 28) for 24 19, which loses, play

10 7 a	24 19	7 3	20 16
26-22	15-24	14-10	7-10
17 13	28 19	3 8	8 11
22-18 b	18-14	10- 7	Drawn.

(a) This restores the draw and makes a second correction of Spayth's "Game of Draughts."

(b) 22-26, 7 3, 26-31, 3 7, etc., drawn.

Problem No. 159, Game No. 88.

Mr. Burnett desires to avoid the draw in variation 6, page 201 and varies at the twelfth move of note "e" (the position being B., 3, 5, 11, 15, 18, 22; W., 2*, 20, 25, 28, 29, 31) as follows: For 2 6, which allows the draw, play

28 24	15-22	2 6	11-15
18-23	24 19	26-30	16 11
25 18	23-23	19 16	

and White wins as in trunk.

Solutions.

No. 187.

10 14	10-15	13 17	3- 7
1- 6	12 16	8- 3	14 17
14 17	15-18	17 14	
6-10	16 19	18-22	
17 13	4- 8	19 23	W. wins.

No. 188.

Our admiration for this problem of the wonderful blindfold player is so great that we would almost deem our volume incomplete unless its beauty and practicability was shown to our readers. It is extremely difficult. Indeed, when Mr. Strickland originally published it he was unable to state a positive result. Every move is of importance, and those who will give it close study will not only be able to win should it occur in play, but may be enabled to draw against any opponent not thoroughly acquainted with the exact style of play necessary to win.

14 10	14 10	12 8	6 2
16-19	22-18	18-23	32-27
17 14	7 2	8 11	2 7
26-23	23-26	23-18	27-32
13 9	10 7	11 7	7 3
23-26	26-23	18-23	32-27
9 6	3 8	2 6	3 8
26-23	23-26	23-18	27-32
6 2	8 12	7 10	8 12
23-26	26-23	18-22	19-23
2 7	7 11	10 14	28 24
26-23	23-26	22-26	23-27
7 3	11 16	14 18	12 16
23-26	26-23	26-31	32-28
10 7	16 20	18 22	16 19
26-23	23-27	27-32	W. wins.

No. 189.

A noted western critic claimed a draw for Problem No. 138 at the fourth move by 28 24, 19-28, 5 9, but after close study we concluded that the following play will sustain Friend Stearn's pretty problem:

28-24	27-24	23-18	10- 6
14 23	17 13	5 9	5 1
15-10	24-19	10-14	14-10
23 18	18 14	9 5	1 5
24-27	19-23	18-15	6- 1
26 22 (3)	14 9	5 1	
10- 6	6-10	15-10	
22 17 (1)	9 5	1 5	B. wins.

(1)

18 15 (2)	6- 9	15 11	18-14
27-23	17 13	23-18	7 2
22 17	9- 6	11 7	6- 1
			B. wins.

(2)

18 14	6- 1	17 13	1- 5
27-23	14 9	18-15	14 17
22 17	23-18	9 14	15-10
			B. wins.

(3)

18 22	17 21	25 22	22 18
10-15	17-14	14-10	10-15
22 17	21 25	26 23	
15-18	27-31	31-27	B. wins.

We could give a great number of variations on the above problem, but we prefer to recommend those readers interested in the beauty of this ending to a study of Dr. Brown's problems, as published in Gould's books. Should any of the REVIEW readers not possess this valuable little volume they are missing one of the finest promoters of end game play, and can not hasten too fast to supply the deficiency.

No. 190.

This very neat little ending occurred in play with Mr. Gillespie, and was captured as follows:

23 19*	7-10	30 26	
15-24	22 18	17-21	
28 19	13-17	26 22	W. wins.

No. 191.

11-15*	16 12	11-16 a	3 8
20 16	8-11	8 3	16-20
3- 8*	12 8	15-19	Drawn.
(a) 15 19 loses.			

No. 192.

This ending occurred in actual play, being forwarded to us by Mr. Reed during his recent visit to New York.

18-22*	20 16	26-22*	19 10
25 18	6- 9*	11 2	12-28
31-26*	15 11	22-15	B. wins.

No. 193.

7-11	10-14	12-16	2- 7
15 8	17 10	19 12	B. wins.

No. 194.

32 27	30-23	15 10	5-14
31-24	21 17	22-15	6 2
23 26	13-22	14 9	W. wins.

No. 195.

23 19*	14 10	or	8 3
16-23	21- 7	23- 7	W. wins.

No. 196.

15-18	22-17	29-25	18-15
19 17	25 21	17 13	1 6
18-22	11-22	25-22	10- 1
17 26	20 16	13 9	19 10
31-22	10- 7	22-18	12-19
24 19	29 25	9 5	
6-10	22-29	6-10	
30 25	21 17	5 1	B. wins.

THE
American Checker Review.

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, JAN. 1, 1888.

No. 20.

OUR AUL' FARRANT GAME.

There's some say they canna see aucht in oor game:

The reason o' that is there's little in them:
There's little to see in a plain checkered brood—
As weel look for flowers on a hard-metalled road:
But oor game has a *soul* in't for simple and learnt.
Though some little gumption's required to discern't.

Wi' them, sure enouch, lies the blindness an' blame
Wha canna see aucht in oor aul'-farrant game.

What fine canny caution, what foreseicht an' skill,
What firm concentration, persistence, an' will:
What resolute patience to plan an' to plod,
Are needed to play a good game at the brod!
Its years coont by thoosan's, an' still it's alive,
An', mindin' that only the fittest survive,
We surely are fairly entitled to claim
A fitness to live for oor aul'-farrant game.

Oor game 'minds me aye o' the big game o' life,
Wi' its losses an' crosses an' problems sae rife,
Wi' its triumphs an' failures, its clouds an' its rifts,
Its earnest endeavors, its slips an' its shifts,
Wi' its sudden collapses, its stumbles an' fa's,
Wi' its strivin' for wins an' its missin' the draws,
An' life, wi' its worries—if honest its aim—
Is sweetened an' cheered by oor aul'-farrant game.
—James Ogg, in *Aberdeen Free Press*.

LUCK AT CHESS.

It is a common but erroneous opinion that there is no luck in chess. Like most questions in this world, the difference between games of skill and games of chance is merely one of degree. Man's brain can no more devise a game of pure skill than his hand can draw a line of perfect straightness. No doubt the element of luck enters more largely into some games of skill than it does into others. Few would deny that there is more luck in billiards than in chess, though in both cases the better player wins in the long run the majority of the games. But that no game can be absolutely devoid of luck is a proposition scarcely needing proof. Admitting then that chance comes in, the question arises of comparison between different games of the amount thereof which they respectively contain. And here the only sure method of inquiry seems to be the statistical one. The fewer games proportionately the inferior player wins, the less force has the element of chance. Judged by this test, the game of draughts appears to contain less luck than the game

of chess. Mr. Wyllie the champion draught-player of the world, recently completed a tour in New Zealand. While there he played 5,033 games, of which he won 4,810, lost 7 and drew 216. That is to say, he lost on the average only one game out of every 719 played. No chess player can show such a record.—*Hartford Times*.

PORTRAITS OF DRAUGHTS PLAYERS.

Messrs J. Downey and Sons, photographers, South Shields, have just added to their already fine collection of draught celebrities some that perhaps at the present time will be of most interest to players, viz. a group of Messrs Smith, Richmond, and Gardner, and portraits of each of the players separately. They are all splendid likenesses, and finished in the artists' well known style. Indeed a Leeds correspondent writes us that since "Willie" got his picture he has seemed twice as big, and has got the opinion that he is the best looking player in England, while for ourselves we cannot say much, but Mrs. S. says that "Willie" can only come in second best for good looks, and again at Whitburn there is another lady quite sure that neither can compare with "Johnnie." The group is a particular success, and can be had in two sizes, "Imperial" and "Cabinet," and we cordially recommend them. The price of the former size is 2s 2d, and the latter 1s 1d, post free. The photos of the players separate can also be had.—*Northern Leader*.

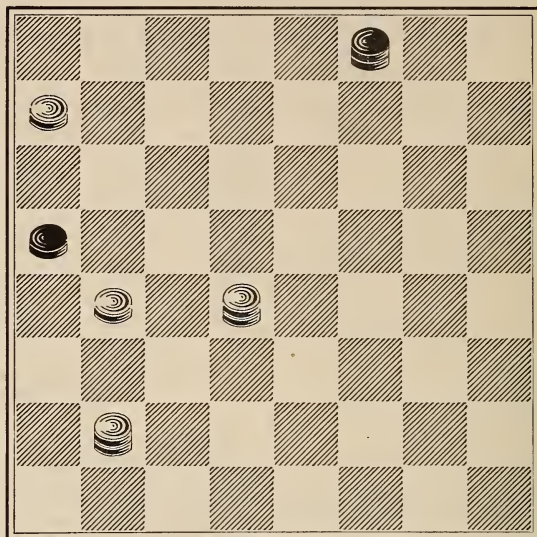
Those desiring photos can address Jas. Smith, Durham Road, Spennymoor, England.

Mr. A. A. Greer, of Lebanon, Tenn. has just won a match at checkers for the championship of Tenn., from Mr. Mason Tiler of Nashville. Mr. Greer holds himself in readiness to defend his title against any one disputing it.

PROBLEM NO. 197.

By M. E. POMEROY, SIDNEY, N. Y.

WHITE.



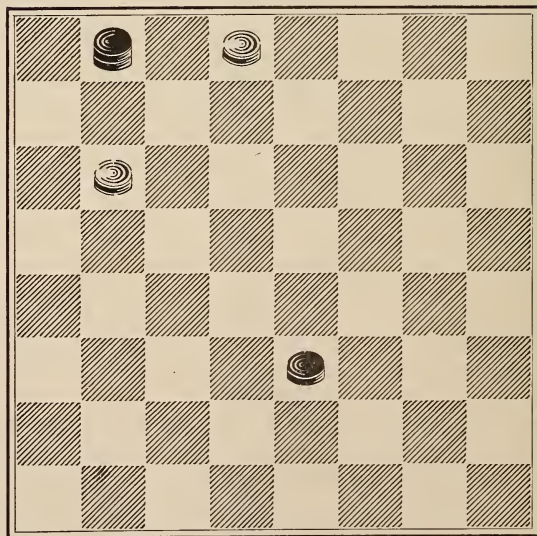
BLACK.

Black to move and win.

PROBLEM NO. 198.

By THOS. FINN, MONTREAL, CANADA.

WHITE.



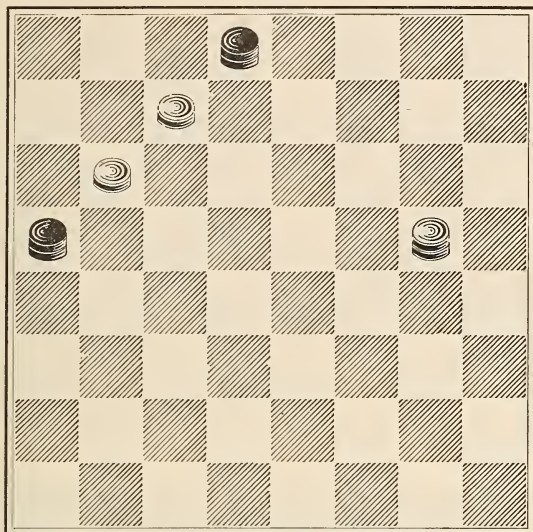
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Black to move and win.

PROBLEM NO. 199.

By W. C. BELDEN, CUCAMONGA, CAL.

WHITE



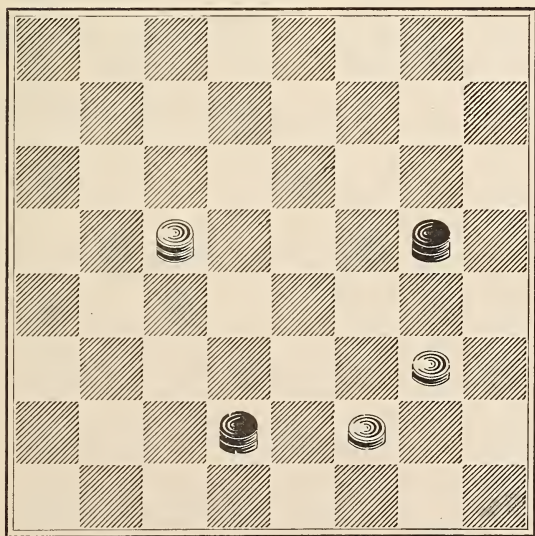
BLACK.

Black to move and draw.

PROBLEM NO. 200.

By W. C. BELDEN, CUCAMONGA, CAL.

BLACK.



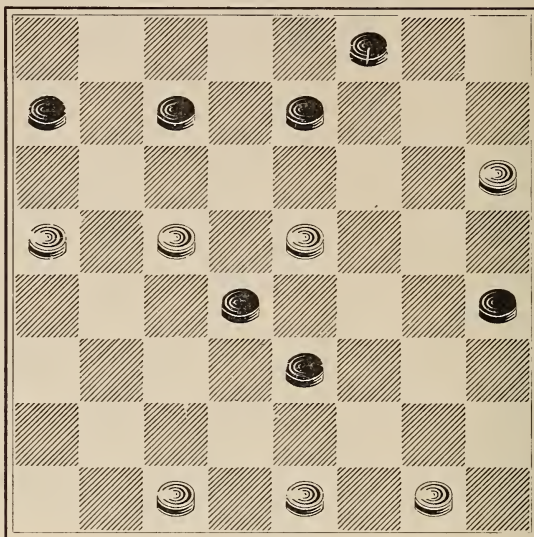
WHITE.

White to move and win.

PROBLEM NO. 201.

By J. P. REED, PITTSBURGH, PA.

BLACK.

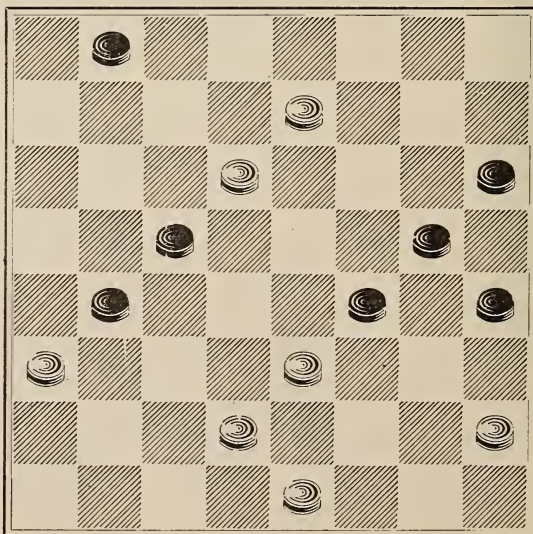


WHITE.

*White to move and draw.***PROBLEM NO. 202.**

By J. P. REED, PITTSBURGH, PA.

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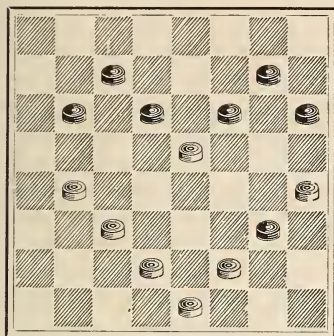
WHITE.

White to move and win.

PROBLEM NO. 203.

By Andy Sheean, Cleveland, O.

(BLACK.)



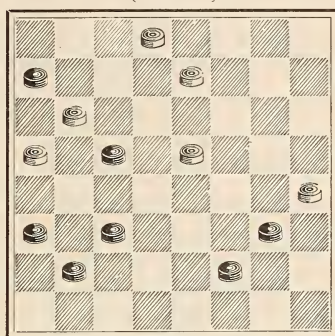
(WHITE.)

White to move and draw.

PROBLEM NO. 204.

By Andy Sheean, Cleveland, O.

(WHITE.)



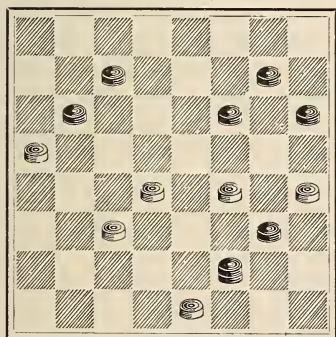
(BLACK.)

Black to move and win.

PROBLEM NO. 205.

By Chas. Hefter, Problem Editor.

(BLACK.)



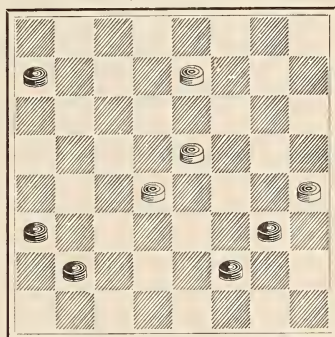
(WHITE.)

White to move and draw.

PROBLEM NO. 206.

By L. M. Stearns, Derry Depot, N. H.

(WHITE.)



(BLACK.)

Black to move and win.

PROBLEMS FOR BEGINNERS AND STUDENTS.

Students will please notice that Problem No. 203 represents a heart. It was originally published in the *Reporter* by L. M. Stearns as White to move, but Black to win—as in Problem No. 206. Mr. Sheean's investigations prove the problem to be exceptionally interesting, which is rather unusual in

“figure” compositions. The only flaw we could find in his analyses produced Problem No. 205, which permits of a peculiar draw. Students should give the problems close study, and thereby gain an insight into the possibilities of a checker end-game. It will not only assist their analytical abilities but tend to materially strengthen their cross-board play.

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

CHICAGO, JANUARY 1, 1888.

JOHN L. RICHMOND.

This noted North of England player has of late assumed so prominent a position among European experts, that we take pleasure in publishing a short biographical sketch lately given in the *Leeds Express*:

John L. Richmond was born at Wingate, a colliery village, in Durham, in 1859. At the age of 19 he acquired a liking for the game of draughts, and began to study the games and problems which appeared in the *New England Checker Player* and other works. He soon made rapid progress, and, visiting Spennymoor, became acquainted with our present English champion, Mr. James Smith. Mr. Smith greatly assisted him in his studies, and is now very proud of his pupil, frequently asserting that Mr. Richmond is as good a player as he is. About this period Richmond removed to Whitburn, near South Shields, and entered the handicap tournament just commencing at Newcastle. He succeeded in winning the gold medal, although amongst the competitors were the celebrated Scottish expert, Mr. W. Bryden, the late James Hay, and the late George Price. The winning of the handicap caused Mr. James Tonar to remark that Richmond was a young and promising player, who would be heard much of in the future. Shortly after this Richmond gained the affections of an "Ayrshire Lassie," and they agreed to make a match of it. This match resulted in a tie, and caused draughts to be abandoned for a time. About a year after Richmond's marriage George Jewett, the Hull expert, visited the Tyne side, and a match of 18 games was arranged. The result was—Jewett 5, Richmond 2, drawn 11. The next visitor to the Tyneside was W. Bryden, and with him Richmond played as follows: Richmond 1, Bryden 0, drawn 2.

This little match was followed by one with Mr. J. Moir, the well-known Scottish International player. Moir inflicted a severe defeat on the youthful Whitburn player, the score being Moir 3, Richmond 0, drawn 1. It should be remembered, however, that Moir defeated all our English experts except Willie Gardner, who made a level score with the Scotch player. Richmond's defeat stimulated him to renewed efforts, and he was soon in fine form. Of his numerous sittings with Smith the results of three only have been published. They are as follows:—

1st. Soon after Smith gained the English championship he visited Whitburn and played seven games with Johnny. Results:—Richmond 1, Smith 0, drawn 6. Referring to this defeat in the *Northern Leader* Smith said, "I have no excuse to offer. I have simply been beaten by a better player than myself."

2nd. Richmond paid a return visit to Spennymoor, and the result of the contest was 5 drawn games.

3rd. A little encounter at South Shields, the result being—Smith 1, Richmond 0, drawn 5. Richmond has played only 2 games with Wyllie and 3 with Martins, all drawn. He has also contested 3 games with the late W. Strickland, all drawn. His most important match was with J. P. Read, the American expert, with whom he scored—Richmond 3, Read 3, drawn 10. It will be observed that he has not contested any money matches. His reason is that they are too closely allied to the spirit of gambling, and are detrimental to a real love of the game for itself. Mr. Richmond, although one of the strongest players in England, has not gained much fame, chiefly owing to his modest and retiring disposition. He does not play much except to afford his friend Smith practice for matches. He is, however, always pleased to play a few games with visitors of any degree of skill. Mr. Richmond holds a responsible position at the Marsden Colliery, South Shields, and is highly respected by the men. Most of his leisure time is spent in studying geology and allied sciences in their practical application to mining. We are sure all our readers will wish him success in his present sphere of labor.

A CHALLENGE.

The Toronto *Mail* has the following:

WINNIPEG, Dec. 21, 1888.

I challenge William Fleming, of Markham, Ont., and checker champion of Canada, to play me a match at checkers for the championship of Canada and two hundred and fifty dollars (\$250) a side, said match to consist of thirty (30) games, wins and draws to count, and to be played in Chicago, Ill., commencing any date Mr. Fleming may name between the 15th of January and 1st of February, 1889. I will give Mr. Fleming twenty-five dollars (\$25) for expenses. Fair field and no favour. As an earnest of good faith I have forwarded to Richard Dissette, 388 Yonge St., Toronto, Ont., this day fifty dollars (\$50) as a forfeit. I am willing for Mr. Dissette to be stakeholder. As Mr. Fleming has defied me, as well as all other checker players in Canada, I hope he will accept this challenge, which I leave open for his acceptance for 10 days; if not accepted then I will consider he has forfeited the championship to me.

EDWARD KELLEY,

412 Main Street, Winnipeg.

THE "ALMA" BOOK.

Baker and Reed will soon have the corrections on their "Alma" ready for distribution. Any one having a book can procure the list of corrections by sending to us. They will probably give all the corrections that were published, though a good many were proven unsound. The severe analyzing changed the results of less than forty variations. This book together with the list of corrections will certainly make the soundest and most complete work ever published on one opening.

CHECKER CHATTER.

A Happy New Year to you all.

The great match at Spennymoor, has commenced. Have you named the winner?

Do you wish your volume to be complete? Then send in ten cents for the index.

GAMES.**GAME NO. 103.—SWITCHER.**

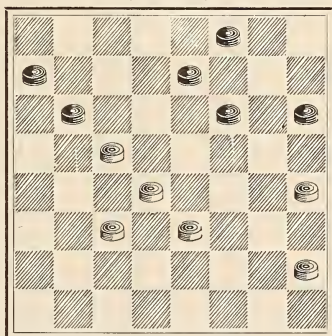
As so much interest has been taken in Ajeeb lately, I send you one of the games that I played with him.

AJEEB'S MOVE.

11-15	28-19	6-10	21 14
21 17	11-15	25 21	2- 6
9-13	17 14	10-17	22 18
25 21	15-24	21 14	13-17
8-11	27 20	1- 6	26 22
30 25	10-17	29 25	17-26
4- 8	21 14	6-10 <i>c</i>	31 22
24 19	8-11	25 21	6- 9
15-24	32 28	10-17	

The position looked rather desperate, but I succeeded in drawing it as follows:

(BLACK.)



(WHITE.)

White to move and draw.

22 17*	26-30	6 2	16-19
9-13	18 15	12-16	6 1
23 19	30-26	8 4	15-18
13-22	15 10 <i>a</i>	23-18	1 6
19 15	23-23	14 10	18-15
22-26	10 6	18-15	6 1
15 8	7-11	10 6	Drawn.

(a) I hesitated long between this move and 15 11, but the latter would have lost as follows:

15 11	26-23	10 6	16-20
7-16	14 10	12-16	6 2
20 11	23-19 <i>b</i>	8 4	19-23

B. wins.

(b) Another pretty win is by

12-16	16-20	5- 9	3- 8
8 4	11 7	7 2	B. wins.

(c) Played up to this move same as the thirteenth game between Smith and Jack-

son in their match for the championship of England. I have always admired Mr. Jackson's style of playing the Switcher in the match, and it is quite probable—now that the identity of Ajeeb is pretty well known, and especially in view of his great match soon to be played with Smith—that my opponent was pretty well posted on the same game, though I did not suspect it at the time. At any rate, he invariably found the weakest spot in my game, and went for it, generally with good results to him.

Very respectfully,
WM. REES.

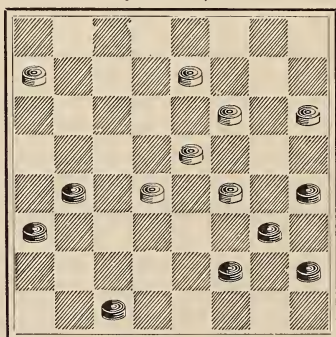
GAME NO. 104.—SINGLE CORNER.

The following very interesting game was played by correspondence between J. A. Sweeney, Amsterdam, N. Y., and Jos. Maize, McKeesport, Pa.

11-15	27 24	2- 7 <i>a</i>	17 14
22 18	16-20	30 26	8-12
15-22	32-27*	4- 8	27 24
25 18	7-11	19 15	20-27
9-13	29 25	10-19	31 24
24 19	11-16	24 15	1- 6
8-11	21 17*	16-19	15 11
26 22	6- 9	23 16	7-16
11-16	25 21	12-19	24 15

Black's position appears very doubtful indeed, but the McKeesport analyst proceeded to show his confident adversary that "*you can't most always tell,*" and drew the ending as follows:

(WHITE.)



(BLACK.)

3- 7*	14 7	6-10	15 6
15 11	16-19*	18 15	14-21
7-10*	21 17	9-14	Drawn.

(a) 2-6 looks very good for Black here, but Mr. Sweeney had the ending well

analyzed, and was prepared for it as follows:

2- 6	10-19	12-19	6-10
31-26 <i>b</i>	24 15	26 23*	15 6
3- 7	16-19	19-26	1-10
19 15	23 16	30 23	23 19

W. wins.

(b) How carefully Mr. Sweeney must have studied this move is shown by the disastrous results of 30 26 at this point.

30 26	10-19	15 8	6-10
3- 7	24 15	4-11	24 19
19 15	7-11	28 24	9-14

B. wins.

GAME NO. 105—OLD FOUR-TEENTH.

By Andy Sheean, Cleveland, Ohio.

11-15	7-11	7-14	24-19
23 19	22 15	13 9	2 7 <i>c</i>
8-11	11-18	15-19	19-12
22 17	25 22	23 16	7 11
15-18	18-25	12-19	3- 8
17 13	29 22	31 26 * <i>b</i>	11 4
11-15	8-11	14-18	12-16
26 23	27 23	10 16	4 8
4- 8 <i>a</i>	11-15	19-24	16-19
23 14	22 17	21 17	8 11
29-18	15-24	24-28	19-15
24 20	32 28	17 14	26 22
15-24	3- 7 <i>d</i>	28-32	15- 6
28 19	28 19	14 10	22 15
5- 9	10-15	32-28	6-10
30 26	19 10	9 6	15 6
9-14	6-15	28-24	1-10
26 22	17 10	6 2	Drawn.

(a) Mr. Maize claims this is a winner.

(b) 20 16 would lose here, and form Problem No. 281, Lyman's "Problems."

(c) Corrects Game No. 91; 16-12 being played allowing Blacks to win.—A. Sheean.

(d) We think the win can be sustained, as well as materially shortened here as follows:

14-18	3-10	10-14	6-24
23 7 (1)	28 19	17 10	B. wins.

(1)

28 19	31 24	17 14	21 14
18-27	2- 7	10-17	7-10

B. wins.

The members of the New York Checker Club have arranged a handicap tourney for a gold watch and several other prizes. Messrs Schaefer, Clouser and Ostrander are leading at present date.

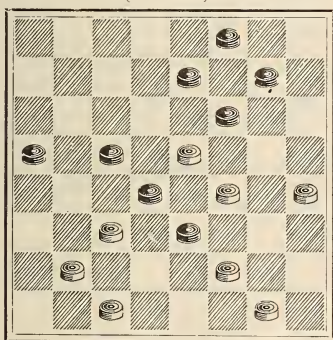
GAME NO. 106—LAIRD AND LADY.

By J. A. Sweeney, Amsterdam, N. Y.

11-15	25 21	12-16	26 22
23 19	10-17	24 20	19-23
8-11	21 14	16-19	28 24
22 17	15-18	31 26	5- 9
9-13	29 25	2-10	24 19
17 14	1- 6	15 6	9-14
10-17	19 15	2- 9	
21 14	4- 8	22 15	
6-10	26 22	9-18	

at this stage Mr. Hodgson plays 25 21, and so far has not been able to show a White win. In Game No. 83 I endeavored to prove the win by 15 10, but failed. Profiting by my previous error, I desire to offer amended play and think the fight is now won, though "the colored troops fought nobly."

(BLACK.)



(WHITE.)

White to move and win.

15 10	7-10	19 15*	11-15 (1)
14-17	6 2	22-26	27 24
22 15	10-14	15 10*	3- 8
11-18	25 21	8-11 (2)	10 7
10 6	17-22 a	2 6	W. wins.

(a) 8-11 or 8-12, no better.

(1)

26-31	31-24	3-10	
10 7	32 28	6 22	W. wins.

(2)

8-12	6 9	31-27 c	7 3
2 6	26-31	10 7	11-16
3- 8 b	27 24	8-11	W. wins.

(b) If 26-31; then 10 7 wins.

(c) 23-26 won't work.

GAME NO. 107—DOUBLE CORNER

(From Glasgow Weekly Herald.)

By J. Lees, Dalmellington.

9-14	26 19	19-23 a	20 11
22 18	11-25	26 19	12-16
5- 9	29 22	1- 6	11 8
25 22	8-12	31 26 b, c	16-20
12-16	22 18 (i)	6-10	8 3
24 20	4- 8	19 15	20-24
10-15	32 27	10-19	3 8
27 24 (2)	6-10	24 8	24-27
15-19	30 26	12-19	8 11
24 15	8-11	18 15	27-31
16-19	19 15	3-12	
23 16	10-19	15 11	
14-23	27 24	7-16	

(a) In Game No. 80, "Brazilian" plays 3-8 here, and allows a White win.

(b) 19 15, 12-19, 15 8, 3-12, 24 15, 7-10 drawn,

(c) 31 27, 9-14, 18 9, 6 13, B. wins.

(1)

32 27	30 25	17 14	24 19
4- 8	6-10	26-30	14-10
31 26	19 15	14 9	19 16
8-11	10-19	30-26	11-15
22 18	24 8	18 14	16 12
6-10	12-19	26-22	15-18
19 15	8 4	9 5	4 8
10-19	19-23	22-18	18-23
27 24	25 22	14 9	8 11
19-23	23-26	18-14	23-26
26 19	22 17	28 24	5 1
1- 6 d	9-13	7-11	26-31

Drawn.—Lees v. Boyd.

(d) Corrects Mr. Calvert's play in No. 13.

(2)

22 17 f	27 24	26 17	21 14
15-22	1- 6	19-23*	10-17
17 10	32 27	24 19	9 6
6-15	8-12	15-24	7-10
26 17	30 26	28 19	6 2
16-19 g	7-10	11-15	10-15
23 16	27 23	19 16	2 7
8-12	3- 7	15-19*	23-27
17 13	23 16	16 12	31 24
12-19	12-19	6- 9	19-28
13 6	29 25	17 13	7 10
2- 9	9-13*	9-14	15-19
21 17	25 21 (3)	13 9	
4- 8	13-22	14-17	Drawn.

(f) It is almost a pity that White has such a strong move at his command, as it rather spoils this line of the Double Corner.

M. C. Priest of Philadelphia, Pa., will probably play at the New York Checker Club in a few days.

(g) Mr. Maize has demonstrated wins by 1-6 and 15-19 here. Will 16-19 draw?

(3)

25 22	9-14	8 3	7-10
19-23*	16 12	25-30	3 7
26 19	14-21	3 8	30-25
6- 9	12 8	10-14*	
19 16	21-25*	8 3	Drawn.

GAME NO. 108—SINGLE CORNER.

Played at Chicago between J. T. Denvir and Jas. P. Reed, September 7, 1887.

DENVIR'S MOVE.			
11-15	1- 5	26-31	14-17
22 18	25 22	8 3	2 7
15-22	14-17	10-14	17-22
25 18	21 14	18 15	11 8
12-16	10-17	9-13	31-27
29 25	32 28	3 7	7 11
9-13	17-21	6- 9	22-26
26 22	28 24	15 10	8 3
16-20	7-10	14-18	26-31
24 19	15 11	7 11	3 7
5- 9	8-15	18-23	13-17
19 16	18 11	27 18	7 10
8-11	10-14	20-27	17-22
16 12	11 7	11 15	12 8
4- 8	3-10	9-14	23-26
28 24	22 18	18 9	30 23
11-16	14-17	5-14	27-18
31 26	12 8	19 16	8 4
10-14	17-22	27-32	18-23
24 19	26 17	10 6	
✓ 7-10	13-22	32-27	
18 15	19 12	16 11	
2- 7	22-26	27-23	
7-11	23 19	6 2	Drawn.

GAME NO. 109—CROSS.

Played between E. T. Baker and Chas. Hefter, the latter without sight of board.

BAKER'S MOVE.			
11-15	29 25	8-11	14 9
23 18	12-16	26 23	11-16
15-19	27 24	19-26	22 17
24 15	16-20	30 14	8-11
10-19	32 27	11-16	31 26
18 15	7-11	25 22	18-22
7-10	22 17	3- 7	17 14
22 18	11-18	17 13	11-15
9-14	24 15	16-19	14 10
18 9	10-19	13 9	18-22
5-14	17 10	4- 8	26 17
25 22	6-15	9 5	15-18
2- 7	21 17	7-11	Drawn.

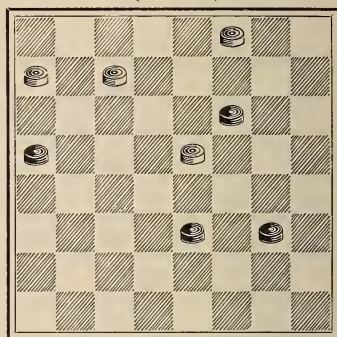
GAME NO. 110.—SINGLE CORNER.

Played between Jas. P. Reed and Jos. Maize.

REED'S MOVE.			
11-15	23 14	10-17	22 18
22 18	6-10	22 18	17-22
15-22	25 21	4- 8	19 16
25 18	10-17	26 22	5- 9*
12-16	21 14	11-15	16 7
29 25	1- 6	19 10	3-10
16-20	26 22	7-14	13 6
18 14	8-11	28 24	2- 9
10-17	24 19	8-11	32 28
21 14	6-10	24 19	
9-18	31 26	14-17	

The game appeared rather dubious for Blacks, but Mr. Reed drew it very neatly as follows:

(WHITE.)



(BLACK.)

8-13*	10-15	22-26*	25-30
28 24	14 10	30 23	3 7
13-17	17-21	21-25	30-26
18 14	10 7	7 3	Drawn.

GAME NO. 111—LAIRD AND LADY.

By Jos. Maize, McKeesport, Pa,

There seems to be no limit to the criticism and counter-criticisms evoked by the efforts of Harry Stevens to draw the 1-6 line of this wonderfully intricate game. In this same issue Mr. Sweeney proposed to sustain the book win by varying from Editor Hodgeson's line of attack, and now Mr. Maize proposes to show another White win on the same line. The game seems to have had a peculiar effect upon our Pennsylvania friend, as he breaks into song when concluding his play, but this may only be an effort to

wrest poetic honors from the Kansas player. However, we are pleased to submit play and poetry for the inspection of our readers.

11-15	26 22	18-25	6 2*
23 19	12-16	27 9	10-14
8-11	24 20	11-18	2 6*
22 17	16-19	32 27 <i>a</i>	25-29
9-13	31 26	7-10 (2)	6 9*
17 14	6-10	9 6	15-19
10-17	15 6	8-11	9 6*
21 14	2- 9	6 2	19-23
6-10	22 15	25-29	16 11*
25 21	9-18	2 6	23-32
10-17	26 22	11-15	11 7
21 14	19-23	19 16 <i>b</i>	3-10
15-18	28 24	29-25	6 22
29 25	5- 9	20 16*	32-27
1- 6	24 19	25-29 (1)	12 8
19 15	9-14	9 6*	27-24
4- 8	25 21	29-25	8 3 <i>c</i>

W. wins.

(a) Mr. Hefter first suggested this move for a win, but Mr. Stevens dissented.

(b) Varying from Mr. Stevens.

(1)

25-22	19-26	29-25	31-24
9 6*	10 19	4 8	20 27
22-25	26-31	25-29	25-29
6 2	19 24	8 11	27 31
15-19	25-29	29-25	29-25
2 6	16 11	11 16	21 17
10-15	29-25	25-29	25-29
6 10	11 8	16 20	17 14
18-22	25-29	29-25	
27 23	8 4	24 27	W. wins.

(2)

25-29	2 6*	18-22	27 24*
9 6	25-22	15 10*	25-29
29-25	19 15*	11-15	6 9
6 2	22-25	9 6*	15-18
7-11	6 9*	8-12	30 25*

W. wins.

(c) Perished the feeble, flickering ray,
The light's eclipsed at last;
No more we'll hear friend Stevens' lay—
His songs are of the past.
The light that fitful twinkled here
Has sunk at last in gloom,
And sad will be his fate, I fear,
Who treads this path of doom.
Friend Stevens, I condole with you;
But sympathy is vain.
Ah! had you but the coquette knew
You had not suffered pain.

After reading and studying the above, should Mr. Stevens conclude that Mr. Maize might possibly be in error, we hope his answer will be of the true Western every-day common prose.

GAME NO. 112—BRISTOL.

Played between W. C. Brown, Altoona, Pa., and W. H. Tyson, Big Run, Pa.

11-16	32 27	10-17	1 5
21 17	4- 8	21 14	9-14
15-19	27 24	8-12	5 9
23 16	2- 7	26 22	16-19
12-19	24 15	6- 9	9 18
24 15	7-10	14 10	19-23
10-19	14 7	9-14	18 15
27 24	3-19	25 21	27-31
7-10	31 27	5- 9	15 19
24 15	6-10	10 6	23-27
10-19	25 21	19-23	19 23
22 18	1- 6	27 18	27-32
9-13	29 25	14-23	30 25
17 14	12-16	6 1	Brown.
8-12	18 14 <i>a</i>	23-27	won.

(a) Unless an improvement can be shown after this move it corrects Bowen's "Bristol," part 2, variation 38; also Robertson's "Guide," part 3, variation 75, twenty-third move, where 25 22 is given and only draws.

Solutions.

No. 197.

30-26	23-18	18-15	15-24
8 12 (3)	8 3 (1)	8 12 <i>a</i>	16 11
26-23	15-10	20-24	24-19
12 8	3 8	28 19	B. wins.

(a) If 16 12; then 11-7 wins.

(1)

4 8	12 8	28 19	8 11
18-14	19-23	23-16	14-10
16 12 (2)	8 3	3 8	
15-19	20-24	16-12	B. wins.

(2)

16 11	11 16	12 8	3 7
15- 8	18-23	20-24	19-15
4 11	16 12	8 3	
14-18	23-19	24-27	B. wins.

(3)

16 11 (4)	11 7	7 2	
26-23	15-10	10- 7	B. wins.

(4)

16 12 (5)	8 4	12 8	
26-23	15-11	20-24	B. wins.

(5)

8 3	23-19	7 2	10- 7
26-23	16 12	15-10	
3 7	19-16	12 8	B. wins.

No. 198.

This clever little ending occurred in play between Messrs. Shaw and Valin at Montreal and only resulted in a draw. Mr. Finn shows how Mr. Shaw should have won.

32-27	10-15*	18-14*	10- 7
24 20	16 11	7 3	8 12
27-23	23-18*	14-10	7-11
20 16	11 7	3 8	B. wins.

No. 199 and 200.

31-26	10 7	18-14	19 15
17 14	20-16*	27 23	11-16
26-22 (1)	7 3 <i>b</i>	14-17	3 7
14 10 <i>a</i>	16-11*	23 18	
22-18	24 19	17-22	Drawn.

(*a*) If 14 9; 20-16 drawn.

(*b*) 7 2, 18-14, 27 23, 16-20 drawn.

(1)

20-16	31-26	26-31	31-27
14 18*	11 8	27 23	23 18
16-20	26-31	20-16	27-23
18 15	8 12	12 8	18 15
26-31	31-26	16-12	23-16
15 11	24 19	8 3	15 11
			W. wins.

No. 201.

This problem is an example of remarkably difficult end-game play. It was drawn against Mr. Freer in the following manner:

12 8	23-26	14 7	30-26
3-12	25 21*	16-19	21 17
31 27*	26-30	7 3	26-31
12-16	15 11	19-23	17 14
30 25*	7-10	3 7	Drawn.

No. 202.

This problem occurred in play with Mr. Hefter. Mr. Reed permitted a draw in actual play, but subsequently reset the position and won as follows:

10 6*	7 2*	2 7	7 11*
1-10	10-15 <i>a</i>	15-18	W. wins.

(*a*) If 20-24; then 2 6*, 10-15, 26 22* wins.

Nos. 203 to 206.

22 18 <i>a</i>	9-13	9 5	24-28
10-19	14 9	13-17	18 15
17 14 (1)	6-10	5 1	Drawn.

(*a*) Solution to Problem No. 203.

(1)

17 13	27 24	26 22	18 4
24-28	20-27	32-27	9-14
20 16 (2)	31 15	15 10	4 8
11-20	28-32 <i>b</i>	6-15	27-31

(*b*) Solution to Problem No. 206.

(2)

27 24 (5)	27-32*(3)	6 2	14-18
19-23 <i>c</i>	26 22	27-23	22 17
26 19	12-16*	2 7	18-23
28-32	15 10	23-14	17 13
31 26	6-15	7 3	23-19
32-27*	13 6	8-12	
19 15	32-27	3 7	B. wins.

(*c*) Solution to Problem No. 204.

(3)

12-16 (4)	24 19	26-10	20 16
26 23	31-26	3 8	
27-31	19 3	10-15	Drawn.

(4)

27-31	22 17	16-19	18 14
26 22	12-16	14 5	
31-26	17 14	19-25	Drawn.

(5)

27 23	27-23	17 14*	16-20
19-24	18 15	18-22	8 11
23 19	23-26	26 17	18-23
28-32	31 26	9-18	11 15
26 22	11-18	17 14*	27-31
32-27	20 4	24-27	14 9
22 17 <i>d</i>	12-16	4 8	Drawn.

(*d*) Solution to Problem No. 205.

Corrections.

Games No. 77 and 89.

Mr. A. E. Burnett notes the following correction at the forty-second move of game (the position is B., 1, 7, 18, 19; W., 5, 9, 17, 21, 28): For 17 13, which only draws, play

9 6	10-15	6 10
1-10	1 6	18-22
5 1	7-11	10 7 W. wins.

THE American Checker Review,

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

Vol. I.

CHICAGO, JAN. 15, 1889.

No. 21.

THE INTERNATIONAL DRAUGHT MATCH.

We take pleasure in offering our readers the following account of this most important match taken from our European exchanges. But as they only contain the results of the first eleven games, we append the complete score, showing a most decisive victory for the American Champion:

Dec. 24.	Barker..0.	Smith..0.	Drawn..2.
Dec. 25.	Barker..1.	Smith..0.	Drawn..1.
Dec. 26.	Barker..1.	Smith..0.	Drawn..2.
Dec. 27.	Barker..0.	Smith..1.	Drawn..2.
Dec. 28.	Barker..0.	Smith..0.	Drawn..1.
Dec. 29.	Barker..0.	Smith..0.	Drawn..2.
Dec. 31.	Barker..0.	Smith..0.	Drawn..2.
Jan. 1.	Barker..1.	Smith..0.	Drawn..2.
Jan. 2.	Barker..1.	Smith..0.	Drawn..1.
Jan. 3.	Barker..0.	Smith..0.	Drawn..2.
Jan. 4.	Barker..1.	Smith..0.	Drawn..2.
Jan. 5.	Barker..0.	Smith..0.	Drawn..3.
Jan. 7.	Barker..0.	Smith..0.	Drawn..1.
Total	5.	1.	23.

In addition to winning the stake money, Mr. Barker also captured the handsome silver cup, value £7, offered as a special prize by Dr. O'Hanlon, and by special agreement as winner of the match, has the exclusive right to publish the games which is an important item as they will be eagerly sought after.

CHECKER CHATTER.

You have not remitted for an index. You want it. So why delay sending us 10 cents.

With Jas. P. Reed as a permanent resident of Chicago, lively times may be expected at local headquarters, while champions and aspirants for match conquests in the Northwest will have to look to their laurels.

Messrs. C. Horsfall, Halifax, and J. G. Lewis, West Hartlepool, are matched to play 20 games for \$300 a side. In the event of an even score, the play to continue until a win is scored, the victor taking the entire stake.

The Chicago Checker and Chess Club would be pleased to have the photos—cabinets preferred—of every exponent of the game. They will all be neatly framed and placed on exhibition in the club rooms. Mail same care of the AMERICAN CHECKER REVIEW.

Price of Volume II will be \$2.00 in advance. All subscriptions sent in before No. 24 is issued can have Baker & Reeds "Alma" for 75 cents. Let no one lose this opportunity to get this splendid work on the Alma-Whilter opening, containing over 500 games with a complete list of corrections to date.

Thoroughly understanding that the games of the international match would be of the greatest im-

portance and most sought for by all the draughts players of America, we have spared no time or space in placing them before our readers in the most thorough and REVIEW-like manner. It has compelled us to omit our usual number of problems and corrections, but we know this will be overlooked and the substitute thankfully received. The remaining games of the match will be published as fast as our exchanges reach us.

THE GRANITE STATE CHECKER SERIES.

Mr. Stearns, the versatile draughts editor of the *Derry News*, proposes to issue a series of pamphlets under the above title. The first number will be devoted to problems, and as Mr. Stearns excels in that field, a very interesting paper may be expected. The price will be very moderate, and we trust the venture will be a successful one in every respect.

A PROBLEM TEASER.

In the *Reporter* of Jan. 8, Mr. Stearns has the following problem: B., 1, 8, 12, 21, 23*; W., 7*, 13, 15, 30, 30.

White to play and win.

For the best solution, Mr. Stearns offers a "Clouser's Life." For the second best, a good present. To anyone proving the terms incorrect, he will give a valuable prize. All solutions *must* be sent to L. M. Stearns, Derry Depot, N. H., within four weeks of date of this issue.

SUPPLEMENT TO M'CULLOCH'S GUIDE.

We are in receipt of a neatly printed pamphlet of 12 pages, containing all the known corrections and improvements of McCulloch's Guide. Those in possession of the valuable little book can procure the supplement by sending us 15 cents while the future purchasers of the Guide will receive the supplement also without additional cost. We are prepared to supply the book, at 60 cents in paper, 1.00 in cloth.

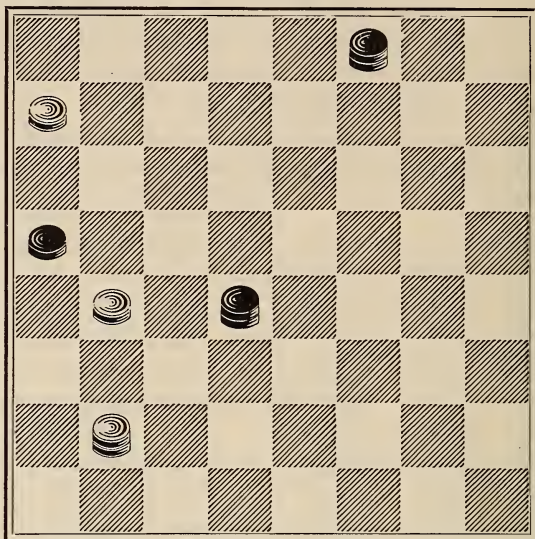
NEXT!

Champion Barker's broad challenge to all European experts in now open for acceptance, but we fear his unexpectedly severe defeat of the English champion, will tend to make other professionals extremely cautious about "tackling" him, and that he will have to tap the *chip* on the broad holders of the World's Champion, James Wyllie

PROBLEM NO. 207.

By M. E. POMEROY, SIDNEY, N. Y.

WHITE.



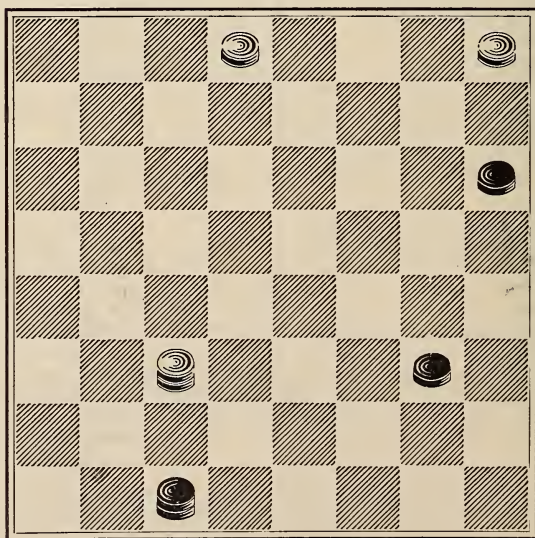
BLACK.

Black to move and win.

PROBLEM NO. 208.

By M. H. C. WARDELL, DOWNSVILLE, N. Y.

WHITE.



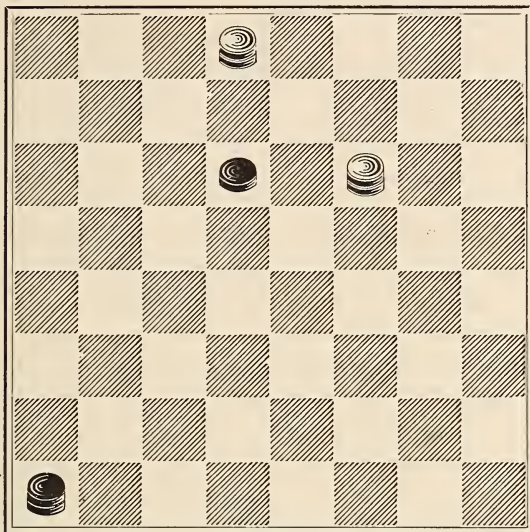
BLACK.

Black to move and draw.

PROBLEM NO. 209.

BY CHAS. HEFTER, PROBLEM EDITOR..

BLACK.



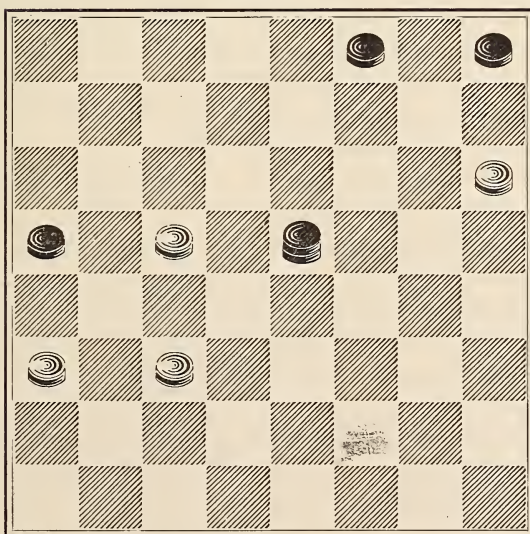
WHITE

White to move and win.

PROBLEM NO. 210.

BY JOS. MAIZE, MCKEESPORT, PA.

BLACK.



WHITE.

White to move and draw.

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

CHICAGO, JANUARY 15, 1889.

OUR FUTURE.

Since our announcement in number nineteen in regard to continuing the REVIEW after the completion of the present volume, Mr Hefter reluctantly announced that he would be forced to sever his relations with the REVIEW, unless his work could be considerably lessened.

It appeared for a time as if the publication would have to cease, even if the responses were all that we asked for. Stimulated by the hearty assurances of future patronage and compliments as to the merits and success of our undertaking, we felt it would be a subject of general regret if we were to allow it to sink into oblivion so soon. Negotiations were entered into, and, we are now able to state, have been definitely settled by which Mr. James P. Reed will take up his permanent residence in Chicago, and devote his spare time from his business in looking after the requirements of the REVIEW.

His residence in Pittsburgh the preceding year has prevented him from contributing as much as he desired to our columns, but hereafter we can assure our readers they will have the pleasure of reviewing his fine criticisms and original articles.

This arrangement will allow Mr.

Hefter to devote his time to the problem department and we will be favored more than ever by his welcome compositions.

A good many of our subscribers have expressed themselves as satisfied with the present size of the REVIEW and that any increase in size would not be expected. We have therefore decided not to enlarge it, but to make the subscription price **TWO DOLLARS PER YEAR IN ADVANCE.**

As an incentive to prompt renewals, every one who will remit \$2.75 before the close of the present volume, will be entitled to one years subscription to the REVIEW and a copy of Baker-Reed's "Alma" in cloth, the price of which is \$1.25

We trust that our efforts to continue the magazine will meet with the generous response we have already been led to expect, and we can assure our friends that no efforts will be spared to continue the steady improvement that has characterized it since its inception, and that no one will say he has not received the full value of his money.

LIFE AND CHECKERS.

The intricacies, objects, and privileges of the checker board are homologous, says the *Sunday Miscellany*, with human life. For every move, actuated as it is by either impulse or prudence, and every phase or position of the game, is a reproduction in a smaller measure of the activities, diplomacy, variety of life. We find the qualities necessary to one requisite in the other, the aim to be mutual, and finally, when the evening of life draws near, even the most successful find that life is a "checkered page."

THE INTERNATIONAL MATCH.

Smith v. Barker for \$1000 and Silver Cup.

SPENNYMOOR, Dec. 26.

The great match at draughts between the champion of England and the champion of America has been in progress for five days, and the score now stands—Barker, 2; Smith, 1; drawn, 8.

The match, as has been already mentioned, is played on restricted principles—*i. e.* each player must form a new opening each time he has the Black and White Men respectively—and will be settled by the best of 32 games, wins and draws to count. Much interest is being taken in the contest by draught players on both sides of the Atlantic, and the winner will be looked on not only as the possible but the probable successor to the “Herd Laddie” in the championship of the world, should the veteran, full of years and honors, think fit to retire.

Barker and his brother Isaiah arrived at Spennymoor on Friday, as also did the stakeholder, Mr. R. McCall, of Glasgow. Mr. Barker, Mr. Smith, the stakeholder, and a number of friends met by appointment in Linsley’s Lord Raglan Hotel in the evening. It was at this hostelry that the rival champions were first introduced to each other; they shook hands cordially, entered heartily into conversation, and, as was to be expected, buried at once any little differences that ever existed over the arranging of the match. The stakes having been made good by lodging the final deposit of £50 a side, the election of a referee, in terms of the articles, next fell to be considered. It said volumes for Mr. Barker’s estimate of the men he was dealing with that, although a difference of opinion then existed as to the interpretation of the third clause—the American champion and his brother taking different view from Mr. Smith and the stakeholder—he yet proposed that Mr. McCall should be elected referee—a nomination that was cordially endorsed by the English champion, and accepted in fitting terms. Dr. J. O’Hanlon, medical officer of the Local Board, and the donor of a handsome silver cup for the winner, said a few congratulatory words on the satisfactory manner in

which all the negotiations and arrangements for the match had terminated and expressed the hope that nothing would occur to prevent “a fair, square, up-and-down, straight away contest.”

Saturday and Monday were marked by the arrival of many who were recognized, more or less, as of “light and leading” in the draughts world, amongst these being Mr. Frank Dunne, of the Leeds *Mercury*; Mr. A. E. Hodgson, of the Leeds *Express*; Mr. A. Scorer, of the Newcastle *Chronicle*; Mr. J. Parker of the Sunderland *Echo*, and Messrs. Deans, of Schotts; J. L. Richmond, of Whitburn; Willie Gardner, of Leeds; J. Tonar, of Newcastle; J. McCallen, of Cowpen; Jabez Price and Harry Holmes (early tutors of the English champion); Mr. J. Johnstone, of Larkhall; R. Christie, of Sunderland; and others.

Ample preparations had been made at the Town Hall for the comfort and convenience of spectators, some of whom gathered pretty early round the hall door on Monday. A large square was formed round the players and their timekeepers, and this was surrounded by raised seats. Indeed, the whole arrangements were superior to anything we ever saw in connection with a draughts match. Punctually at eleven o’clock the players arrived at the hall, their appearance being greeted with a hearty round of applause. Mr. Hodgson was appointed official recorder of the games, the copyright of which, it was agreed by the principals, should go to the winner. Dr. O’Hanlon briefly introduced the players, and hoped the match would end in the same amicable manner as it had opened. The Spennymoor folk, he said, although wishful that their champion should be successful, also hoped the best man would win, and if the American was victorious, none present would grudge him the honor he had come so far to seek.—*Glasgow Herald*.

We have been pleased to clip the following on the games played, from the West Lothian *Courier*:

First Day--Monday, December 24.

Shortly after eleven o’clock in the forenoon of the opening day the proceedings

commenced, the players being introduced to each other by Dr. O'Hanlon, who presented a handsome silver cup as a trophy, and expressed the hope that the best man would win. There was a large gathering of players from all parts, and considerable excitement prevailed, the probabilities of the result being eagerly discussed. The prevailing feeling seemed to be that the contestants were well matched in age, book-learning and practical ability, and that it would be difficult to forecast the result. At the same time the backers of Smith were predominant and odds of 5 to 4 were offered on Smith and did not find takers.

FIRST GAME (KELSO) DRAWN.

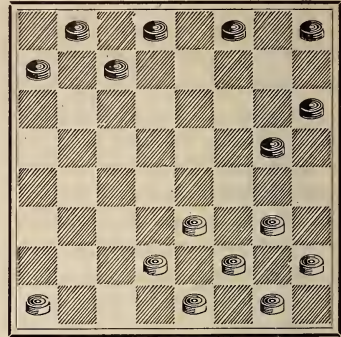
Mr. McCall having outlined the conditions of the match, the lot fell to Smith to draw the first opening to be played. This turned out to be the "Kelso," and Barker replied with 22-18 to Smith's 10-15. Smith then made the double exchange from the single corner. The game was of intense interest throughout; each player at times seemed to have the best of it, and both proceeded cautiously, evidently feeling the weak ground they were traversing. Smith was the first to be called to time, and it was thought by some that he had played himself into an unsound position, but the Englishman knew his ground, and very soon set Barker on his guard to avoid getting into trouble. The timekeepers were frequently called on to exercise their function after this, the time being called altogether 14 times during the game. Eighty minutes were occupied in making 16 moves, and the game which lasted over four hours was at last conceded as a draw after a good deal of unnecessary play.

The game opened as follows:

10-15	11-15	9-13	7-16
22 18	18 11	30 25	
15-22	8-15	13-22	
25 18	21 17	25 11	

leaving the following interesting position:

(BLACK.)



(WHITE.)

White (Barker) to move.

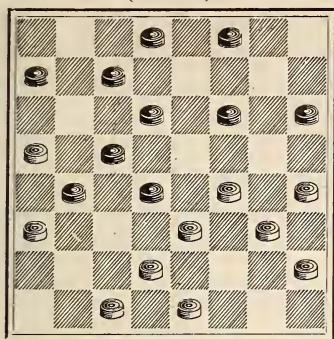
24 20*	27 24*	19 16*	19 16
3- 8	5- 9*	12-19	17-22
20 11	32 28*	23 7	16 11
8-15	6-10*	2-11	10-14
28 24*	24 19	26 23*	11 7
4- 8*	15-24	14-17*	14-18
24 20*	28 19	23 19	7 3
8-11*	9-14*	11-15	22-25 etc.
Drawn.			

*Where time was called.

SECOND GAME (KELSO) —DRAWN.

After an interval for rest, the players again faced each other, at 5:30 in the evening. It was now Barker's turn to take the black and open the weak side of "Kelso." He did not take such a strong line as Smith, and was soon in deep water, time having to be called on him, for a considerable period of the game. Soon it was evident that Barker must sacrifice a man to have any chance of a draw; even then, it looked as if Smith might force a win, but this he failed to do. Barker proved equal to the occasion; he recovered his man, and an even end game was the result. Time, 3½ hours. The following diagram illustrates the play at the most critical stage of the game:

(BLACK.)



(WHITE.)

White (Smith) to move.

19 15 a	27-23*	21 14	18-23
18-27	24 19*	6- 9	10 15
15 8	23-16	13 6	23-26
10-15*	20 11	2-18	25 21
8 4*	12-16*	11 7	26-30
15-18*	8 4	23-26	15 18
30 25*	16-19*	8 11	30-26
27-32	11 8*	26-31	28 24
4 8*	3-12	7 2*	31-27
32-27	15 11*	5- 9	24 20
26 22*	19-23	2 6	12-16
17-26	4 8	9-13	18 15
31 15	14-17	6 10	27-24

Drawn.

*Called to time.

(a) Several experts present asserted that if Smith had played 30-25 here instead of 19-15 he would have won; but the following play by Mr. Dunne, of Leeds, shows a neat draw:—

30 25	31 24	21 14	30 26
18-27	10-15	18-23	19-15
19 16	24 19	26 22	6 9
12-19	15-24	23-26	13- 6
24 8	28 19	22 18	2 9
3-12	14-18	25-21	Drawn.

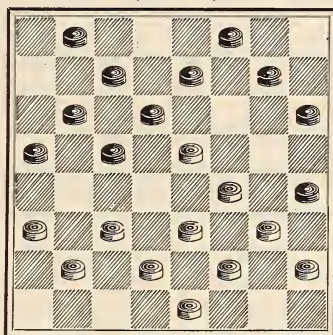
Second Day--Tuesday, Dec. 25.

THIRD GAME (DUNDEE) DRAWN.

Tuesday forenoon saw an attendance of spectators quite equal to the opening day, the Christmas holidays no doubt helping to augment the number. Barker drew the ballot for the opening, with the result that a "Dundee" came out, and as Smith continues to play Black first, a weak side once more fell to his lot. He succeeded, however, in getting the play into a line of the Bristol, with which he

is well acquainted, and an even game ended in a draw, which was well played for on both sides. At one point Barker was placed in a somewhat critical condition, with only one safe move to draw, but he spotted the move and landed in safety. The game lasted fully two and half hours, and both players were frequently called to time. The following is the ending:

(BLACK.)



(WHITE.)

Black (Smith) to move.

1- 5	3-19	5- 9	25-30
19 16	27 24	24 20	16 12
10-19	20-27	9-14	30-23
24 15	31 15	20 16	12 3
12-19	14-17	14-17	13-17
23 16	21 14	25 21*	14 10
7-11	9-18	18-25	23-19
16 7	28 24	21 14	Drawn.

*Only move to draw.

Barker Draws First Blood.

FOURTH GAME (DUNDEE) BARKER WON.

In the evening Barker had his turn with the blacks in the Dundee opening. Smith played a splendid game for White, but his opponent had a cunningly devised trap ready, into which the Englishman tumbled, and a three for three stroke left him in a hopelessly lost position with a man down. Smith had left the beaten track, adopting the same line of attack as Gardner did against Strickland in 1886. At the 13th move he sacrificed a piece and obtained a strong game. Barker at this stage was frequently called to time, and had to resign the man again. At mid-game the position was as follows:

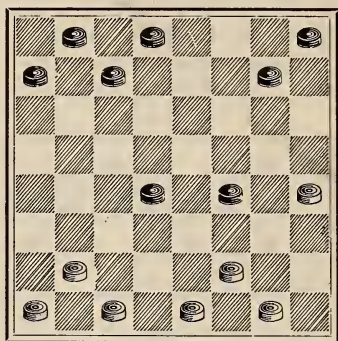
B., 1, 2, 4, 10, 12, 18.

W., 11, 20, 25, 29, 30, 32.

25-21 here makes a capital game, and there was only one move to lose, but Smith made it, 30, 26; Barker threw the

man on 18 and won easily. Time, 90 minutes. The following shows how the position was reached, and also the ending of the game—

(BLACK.)



(WHITE.)

White (Smith) to move.

20 16	6-10	11 2	10-15
8-12	30 26*	1- 6	31 27
16 11	18-22	2 9	4- 8
19-24	26 17	5-30	27 23
27 20	2- 7	32 28	8-11

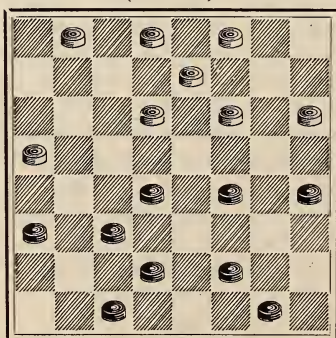
At this point Smith resigned.

*The fatal move.

FIFTH GAME (DENNY) DRAWN.

Another weak opening for black was made by Smith, the same evening in the "Denny." It was well contested, the Englishman striking a strong line; but the American played with such caution and skill—grasping the most critical situations and doing the right thing at the right time—that he succeeded in pulling through, making a brilliant finish. The following shows the last part of the game;—

(WHITE.)



(BLACK.)

Black (Smith) to move.

15-19	20 16	31-26	17 14
23 16	19-23	22 15	19-17
12-19	16 11	1- 6	21 14
32 28	15-18	28 24	18-23
11-15	31 26	26-23	24 19
22 17	23-27	25 22	6-10
13-22	30 25	14-18	14 7
26 10	27-31	22 17	3-10
7-14	26 22	23-19	Drawn.

Third Day--Wednesday, Dec. 26.

Barker Scores his Second Win.

SIXTH GAME—(DENNY)—BARKER WON.

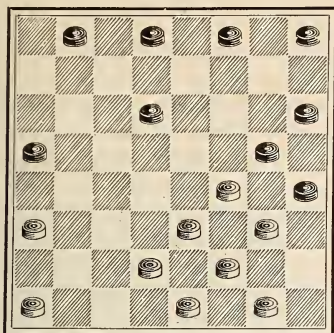
Wednesday morning again saw the players facing each other punctually at the hour, and apparently in good health and form. It fell to Barker to open on the weak side of the "Denny," and Smith's friends looked with eager confidence for his opportunity of retrieving the slip of the previous day. Worse than disappointment, however, awaited them. Smith having replied with 22 18 to Barker's 10-14, the American played 11-16, thus forming the Paisley line of the Bristol, in which he is an adept. He had something to show Smith, and it was not long before he let him see it. The Englishman opened well enough, but gradually Barker, improved his position on the strange ground and once he got that trap which Smith undoubtedly gave him by an error in judgment, the American's splendid tactics proved invincible, and after four hours play Smith resigned.

The game was opened as follows:

10-14	8-11	11-16	9-13
22 18	28 24	30 25	18 9
11-16	16-20	7-10	13-22
24 19	25 22	22 17	25 18

Now, instead of 6-13, the usual move given in all the books, Barker moved 5-14, 18 9, 6-13, putting Smith on his own resources. The position is as follows:

(BLACK.)



WHITE.

White (Smith) to move.

29 25 a	9-13	26 22	11-15
4- 8	17 14	11-18	19 10
25 22	10-17	22 15	26-19
2- 6	21 14	25-30	7 11
22 17	13-17	9 6	19-24
13-22	14 9	1-10	28 19
26 17	17-21	15 6	16-32
3 7	19 15	30-26	10 6
31 26	21-25	6 2	12-16
6- 9	24 19	8-11	6 2
32 28	7-11	2 7	32-27

Barker won.

(a) Smith made a mistake in playing this move. 32.28 would have given him a good game.

SEVENTH GAME (BRISTOL)—DRAWN.

The next game to come out of the bag was a "Bristol," the first opening in regular use that had been reached. Great excitement prevailed among the supporters of Smith when it was observed that Barker again caused the game to take the Paisley form, which had resulted so unfortunately for their champion. Their fears were groundless, however, for an excellent even game on familiar ground was the result. The following shows the ending which has a remarkable resemblance to the ending of the Dundee which formed the third game of the match:—Position—B., 3, 5, 6, 7, 8, 9, 10, 12, 13, 14, 20. W., 15, 19, 21, 22, 23, 24, 25, 26, 27, 28, 31.

White (Barker) to move.

19 16	23 16	24 15	16 7	27 24
12-19	10-19	7-11	3-19	etc.

From this point to the close the play is identical with the ending of the Dundee game mentioned. Time, 2 hours.

EIGHTH GAME (BRISTOL) DRAWN.

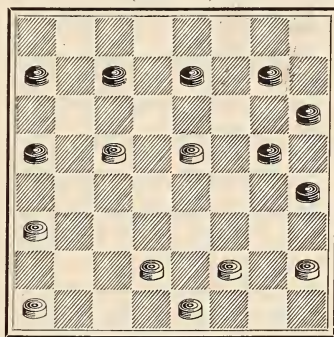
Barker having taken his turn of opening the Bristol, the game proved to be one of the finest in the match, full of skillfully-veiled traps and critical positions, Smith had rather the best of the game; in fact, at one point in our opinion he ought to have won; but he failed to take the advantage offered, and all his future efforts proved unavailing against Barker's excellent defence. The game opened on similar lines to the sixth game, the "Denny," that Smith lost, and after the 21st move the position stood identical with that given in the above diagram with the exception of a black man being on 8 instead of 4, and a white on 28 instead of 32. These two alterations, however, make a much stronger position for white and show the weak points of Smith's former play.

Position—Black; 1, 2, 3, 8, 10, 12, 13, 16, 20. White: 19, 21, 23, 24, 26, 27, 28, 29, 31. White (Smith) to move.

19 15	24 15	23 18	18 14
10-19	3 7	2- 6	1- 5

The position now is:

(BLACK.)



(WHITE.)

White (Smith) to move.

Smith had a pretty sure win on hand by playing 21 17, but instead he played 29 25, and missed it.

29 25	14 10	28 19	15 10
16-19	9-14	16-30	20-24
25 22	18 9	7 3	10 6
7-11	5-14	13-17	8-11
22 18	10 7	14 9	6 2
11-16	14-18	17-22	11-16
27 23	23 14	9 5	3 7
6- 9	19-24	30-25	16-20

The game was ultimately abandoned as drawn.

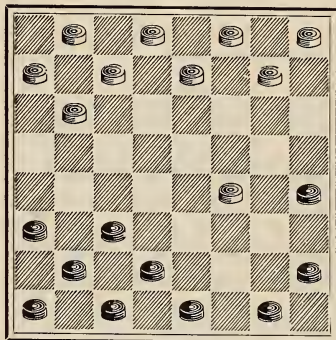
Fourth Day,--Thursday, Dec. 27.**NINTH GAME (EDINBURGH)—DRAWN.**

Thursday forenoon brought another un-popular opening in the "Edinburgh," Smith being again first player. To his 9-13 Barker replied with 22 18; then Smith started on a new track, discarding the customary 10-15, and playing 6-9 instead, which at once placed him on a strong line of play. During the first ninety minutes Barker had frequently to be called to time, and towards the close of the game his position got rather cramped, but no advantage was obtained, and after three hours' play the game was mutually given up as a draw. The game was opened thusly:

9-13	6-9	10-17	9-18
22 18	18 14	21 14	23 14

when the following position was arrived at:

WHITE.



BLACK.

At this stage Smith played 12 16, a move introduced by W. Gardiner in playing against Strickland in 1886.

The play proceeded as follows:

12-16	1-6	9-27	5-9
26 23	27 23	32 23	24 19
16-19	8-12	9-16	14 18
23 16	25 22	30 26	22 15
11-20	6-9	2-7	9-14
24 19	22 18	26 22	15 11
8-11	12-16	7-10	14-18
25 21	19 12	31 27	23 14
4-8	11-15	10-14	16-32
29 25	18 11	28 24	14 10

Drawn.

The hall being engaged for the evening, this completed the play for the day.

Fifth Day, Friday, Dec. 28.**TENTH GAME (EDINBURGH)—DRAWN.**

This morning again saw the contestants face each other before a large turn-out of spectators. It was the American's turn to open the "Edinburgh" and Smith played an unusually strong line in reply. So well did he work his pieces that his backers began to entertain a strong hope that at last he was about to redeem his position in the match. The American Champion, however, remained cool and imperturbable, and in due time it turned out that he had a *coup* in reserve, which he used most effectively. He first gave away a man, then forced a two for two cut, and finally drew the game amid the applause of the excited spectators.

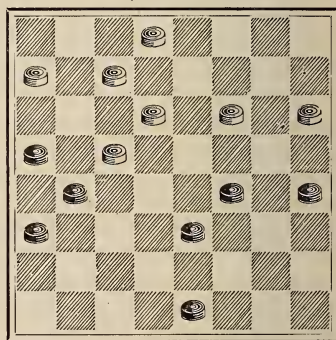
Amongst those present was the Rev. Mr. Thompson, Vicar of Holy Innocents, who watched the changing phases of the game with intense interest. The game soon reached a very interesting stage. After two hours' play the following position was arrived at:

Black, 2, 3, 5, 9, 10, 11, 12, 13, 20.

White, 18, 19, 21, 22, 23, 26, 28, 31, 32.

Barker played 3-7. The game afterwards became very critical, and when it reached the following position it was thought Smith would score his first win:

(WHITE.)



(BLACK.)

Barker had only one move to draw, and he did so by playing 13-17 and 2-7, securing a neat draw.

Smith Scores a Win.

ELEVENTH GAME (FIFE)—SMITH WON.

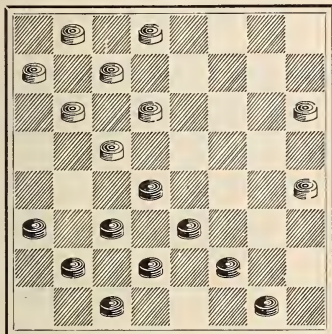
Play was adjourned until 5 o'clock, when the players met again. Smith with

the Blacks opened the "Fife" as follows:

11-15	26 23	6-13	22 17
13 19	9-13	29 25	13-22
9-14	30 26	8-11	26 17
22 17	13-22	25 22	2- 6*
5- 9	25 9	4- 8	17 13

when they had this position:

(WHITE.)



(BLACK.)

Black (Smith) to move.

6- 9*	32 27	21-25	19 10
13 6	30-25	2 6	14- 7
15-18	18 14	25-30	6 9
23 14	25-22	31 27	25-22
10-17	14 9	30-25	9 14
21 14	11-15	6 10	7-11
1-17	19 10	8-11	24 19
27 23	7-14	23 19	3- 7
17-22	27 23	22-17	28 24
23 18	14-17	27 24	22-26
22-25	9 6	11-15	14 18
24 20	17-21	10 6	7-10
25-30	6 2	17-14	Smith won.

Smith's friends congratulated him in enthusiastic terms on the turning of the tide in his favor. It is remarkable that Barker drew the same game sixteen times against Martins, which has now been won by Smith. Martins overlooked the 2-6 at nineteenth move of trunk, and always played 1-5. Barker was completely caught in a trap.

PROBLEM NO. 187.

Mr. Wardell states that the king on 10 should have been on 9, otherwise White would have a second win as follows (the position being B., 1, 4*, 21; W., 29, 10* 12*): 10 15, as given, or

10 6	16 19	23 26	26 30
1- 6	9-13	8- 3	17-22
12 16	19 23	7 11	11 15
6- 9	4- 8	13-17	W. wins.

GAMES.

GAME NO. 113—GLASGOW.

Played by correspondence between T. C. Hamilton, Kelleys Island, O., and R. S. Stewart, Henderson, Ia.

HAMILTON'S MOVE.

11-15	16-19	8-11	24-28
23 19	25 22	21 17	30 26
8-11	4- 8	19-23	28-32
22 17	29 25	26 19	7 2
11-16	19-24	10-15	32-28
24 20	17 14	19 10	20 16
16-23	9-18	2- 6	12-19
27 11	22 15	28 19	2 6
7-16	10-19	6-24	1-10
20 11	30 28	17 14	26 23
3- 7	6-10	11-15	18-27
28 24	25 22	18 11	31 6
7-16	5- 9	9-18	
24 20	22 10	11 7	Drawn.

GAME NO. 114—GLASGOW.

Played between the same players as Game No 113.

HAMILTON'S MOVE.

11-15	7-16	4- 8	6-15
24 19	20 11	26 23	13 6
8-11	3- 7	19-26	1-10
22 17	28 24	30 23	25 22
9-14	7-16	10-15	15-19
25 22	24 20	22 17	23 16
11-16	16-19	15-18	12-19
24 20	29 25	17 10	20 16
16-23	5- 9	18-27	
27 11	17 13	32 23	Drawn.

GAME NO. 115—BRISTOL.

Played at Derry Depot, N. H., between Mr. L. M. Stearns and Master Willie Hills.

HILL'S MOVE.

11-16	29 25	17-26	14 10 a
23 18	9-14	19 15	7-14
8-11	22 18	10-19	16 7
18 14	14-17	23 16	3-10
9-18	21 14	12-19	21 17
22 8	10-17	30 16	14-21
4-11	31 26	6-10	27 24
25 22	6-10	25 21	20-27
5- 9	24 19	10-15	32 7
26 23	2- 6	18 14	
16-20	26 22	15-18	Drawn.

(a) Very neatly finished.

GAME NO. 116—DYKE.

Played between the same players as
Game No. 115, with notes by Chas. Hefter.

STEARNS' MOVE.

11-15	6-15	10-14	30-26
22 17	21 17	24 19	11 7
15-19	5- 9	15-24	6-10
23 16	32 27	28 19	7 2
12-19	2- 6	11-16	10-14
24 15	17 13	19 15 <i>a</i>	2 7
10-19	3- 7	16-19	26-22
25 22	25 21	23 16	7 10
7-10	7-10	12-19	14-18
29 25	27 24	22 17	13 9
9-14	4- 8	14-18	19-24
27 24	26 23	18 14	9 6
8-12	19-26	18-23 <i>b</i>	18-23
24 15	30 23	14 5	10 7
10-19	8-11	23-30	1-10
17 10	31 26	15 11	Drawn.

(*a*) 22 18 draws.

(*b*) Mr. Stearns missed a neat win here
by

19-24*	6- 9	1-19	24-27
14 5	13 6	5 1	B. wins.

GAME NO. 117—DEFIANCE.

Played between J. T. Denvir and Jas.
P. Reed, September 11, 1887.

DENVIR'S MOVE.

11-15	9-13	2- 6	3-10
23 19	24 20	22 17	31 26
9-14	11-15	13-22	1- 5
27 23	32 27	26 17	20 16
8-11	15-24	6- 9	15-19
22 18	28 19	30 26	22 18
15-22	4- 8	9-13	19-24
25 9	19 16	26 22	18 9
5-14	12-19	10-15	5-14
29 25	23 16	17 10	26 22
6- 9	8-11	7-14	
25 22	27 23	16 7	Drawn.

Solutions.**No. 207.**

A correct setting of Problem No. 197.
This is only courtesy to Mr. Pomeroy's
splendid effort. Readers are referred to
page 197 for the solution.

No. 208.

9-13	11 15	7-10	22 13
31 26	3- 7	18 22	25-30
13-17	15 18	21-25	Drawn.

No. 209.

This problem is the same as No. 17 of
Gould's "Book," by the celebrated Dr.
Brown, but corrects, restores, and im-
proves his solution.

2 6	17-22 (4)	14 17*	29-25
10-14	9 14*(2)	30-25	23 18
11 15	22-26 (1)	17 21*	25-29
14-17 (6)	15 19*	25-30	18 22
6 9*	26-30	19 23	W. wins.

(1)

22-25	25-30	30-26	
14 17*	17 21*	15 19*	W. wins.

(2)

15 18 (3)	9 14	18 23	
22-25	25-30	30-25	Drawn.

(3)

9 13	15 19	19 23	
22-26*	26-31	29-25	Drawn.

(4)

17-21 (5)	21-25	25-30	30-26
9 14*	14 17	17 21	15 19
			W. wins.

(5)

29-25	12-22	22-26	26-30
9 14* <i>a</i>	15 19*	19 23*	14 17
			W. wins.

(*a*) Dr. Brown plays 15 18 here, per-
mitting a draw by 17 21*.

(6)

29-25	9 14*	22-26	14 18
6 9*	27-22	19 23*	
14-17	15 19*	26-31	W. wins.

No. 210.

14 9	8-11	5 9	3-10
15-10	5 1	19-23	22 18*
21 17*	11-15	9 14	13-22
4- 8	1 5	23-26	12 8
9 5	15-19	14 7	Drawn.

American Checker Review,

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, JAN. 25, 1889.

No. 22.

A GOOD NEW YEAR.

By JAMES OGG.

Once mair, my brethren o' the brod,
A gweed New Year I wis' ye;
May blessin' meet you on life's road.
An' a' misfortunes miss ye:
May love's bright lowe licht un' yer hame,
An' fill yer hearts w' cheer,
An' wins, an' draws, an' pleasant game
Mak' sunshine a' the year.

Lang may oor gweed, aul'-farrant game
Its honored place maintain,
An' shed its genial rays an' fame
To earth's remotest en'!
May every votary o' the brod,
Upon this rolling sphere,
Find life a gladsome, tunefu' ode
Throughoot this new-born year!

An' as oor mimic men we move,
An' subtly scheme an' plan,
Gweed gird aroon's the hands o' love,
An' knit us man to man.
An' may we grow in strength an' skill,
An' a' we should hand dear:
An' Gweed prserve's frae ilka ill
Throughoot a' this new year!

—*Aberdeen Herald.*

NOTES ON THE MATCH.

THE West Lothian *Courier* invites subscriptions for a match between Champion Barker and the celebrated Glasgow expert, Wm. Campbell.

CHAMPION BARKER has received an invitation to visit Leeds as the guest of Mr. J. Goodall. Should he accept, we may expect a short match with the Leeds champion, Willie Gardner.

WHILE we naturally would expect our European contemporaries to alter their oft-expressed views of Barker's cowardice, conduct, abilities, etc., etc., it would please us still more to hear the tune of the "prominent anonymous European correspondent" who took such pains to predict such dire results for Barker, and sure victory for Smith—contempt for Reed, and love for Freeman only. Rhode Island "tontrists" may retain their esteem for their celebrated champion, but they should not let their envy of other prominent players crop out publicly whenever occasion permits.

THOSE who thought Barker a mere "book" player, who was blessed with a retentive memory and an aptitude for the game, must now, in view of the style in which, on Tuesday and Wednesday, he won both sides of the "Second Double Corner," admit that he has proved himself not only one of the best match players of the day—that has always been generally admitted—but one of the very best living "cross-board" players. In his match

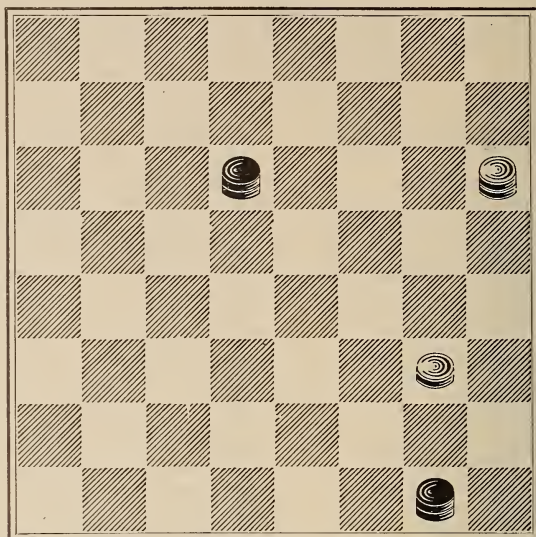
with Martins, the American champion, although a game down the first day, made no attempt to force the play to get level; he sat and played "book" with all imaginable patience till Martins made his first blunder in the "Defiance" game, on the fifth day of the contest; and then, having got level, waited till Martins blundered in the "Whilter" and "Alma," the twenty-eighth and thirty-fifth games of the match. In his match with Smith he was fortunate, indeed, in winning the first game through a slip on his opponent's part; he followed it, however, the next day with a win which no one could grudge him, as it was from the weak side of the Denny. Indeed, strange to say, three of his four wins have been secured when he had the weak side of the opening. The advantage he has now got is great, and it will be a feather in Smith's cap if he can even get on level terms with Barker in the fourteen games yet to play.—*Glasgow Weekly Herald.*

SMITH managed to secure a win yesterday week by a splendid improvement in the "Fife" opening, which raised hopes in his ultimate victory; but since then the play has resulted persistently in his opponent's favor, and even his friends are compelled to admit that he is overmatched. It will be seen, from the play given last week and this, that the English champion often had the better game in the opening and midway, but, in his eagerness to score a win, allowed himself to be entrapped into a weak position, and ultimate loss. This is in marked contrast to the tactics of the American, who never allows himself to be enticed into anything risky, but always plays on safe lines for the draw; and it is to this characteristic, no doubt, that he owes so many victories over players who are probably his equals so far as a knowledge of the game goes, but lack the coolness which he possesses in so remarkable a degree. Should this match end in the American's favor—which in all probability it will—there is some talk of a match being arranged between Willie Gardner and him. There is also a project on foot for a match between Barker and Campbell, the blind-fold champion. It may safely be said that no match has created such interest during the history of the game as the present one. The press, not only of this country but also of America, are being supplied with daily reports of the proceedings, and the daily attendance of spectators is far beyond anything we have ever seen at any match—the attendance being so large it was found necessary to get a large board from Glasgow, which was used at the Martins-Barker match, to hang on the wall, so that every move might be reproduced. The spectators thus sit with ease and watch the play.—*Leeds Mercury Supplement.*

PROBLEM NO. 211.

BY CHAS. HEFTER, PROBLEM EDITOR.

BLACK.

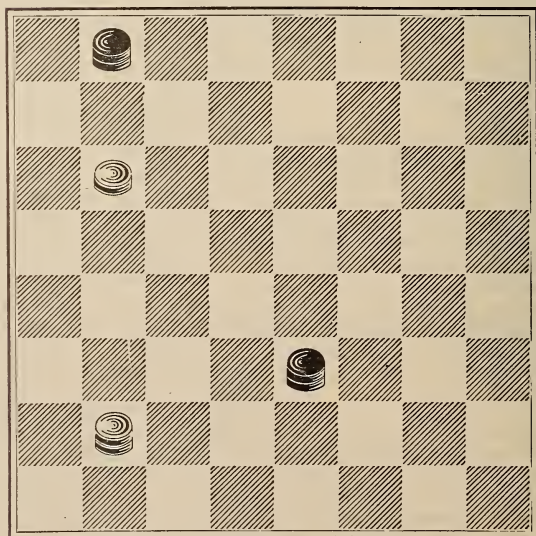


WHITE.

*White to move and draw.***PROBLEM NO. 212.**

BY CHAS. HEFTER, PROBLEM EDITOR.

WHITE.



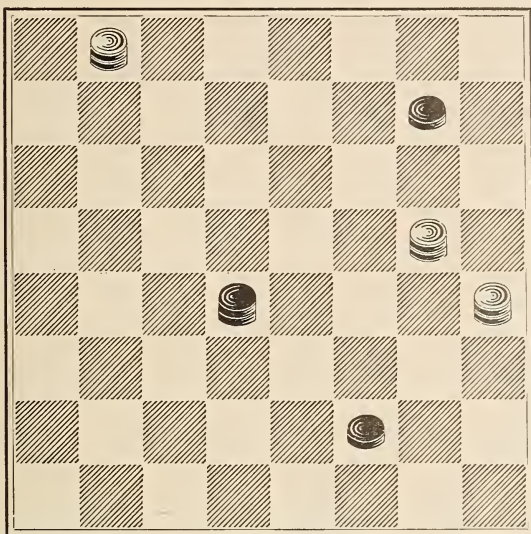
BLACK.

Black to move and win.

PROBLEM NO. 213.

BY CHAS. T. DAVIS, ST. PAUL, MINN.

BLACK.



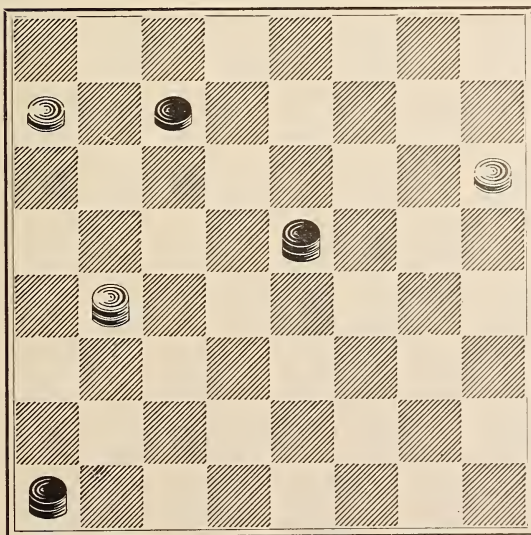
WHITE.

White to move and win.

PROBLEM NO. 214.

BY CHAS. T. DAVIS, ST. PAUL, MINN.

BLACK.



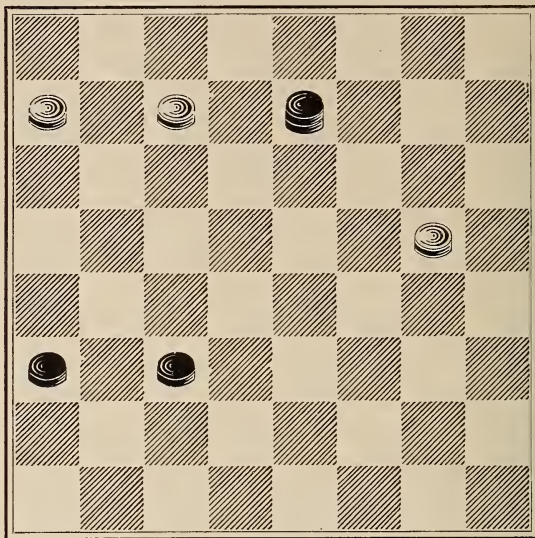
WHITE.

White to move and win.

PROBLEM NO. 215.

By JOS. YATES, CHISLEHURST, ENGLAND.

WHITE

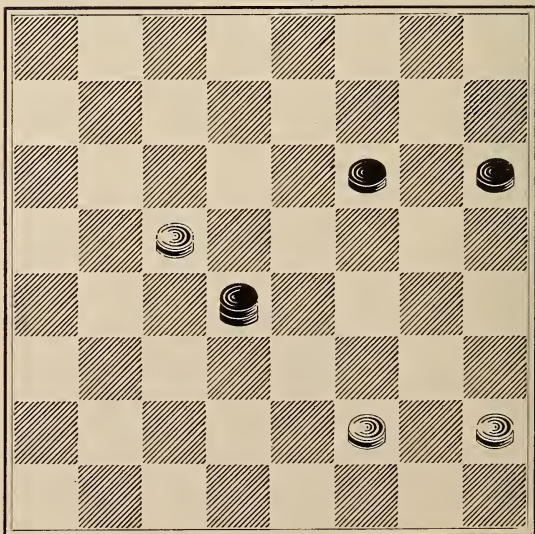


BLACK.

*Black to move and win.***PROBLEM NO. 216.**

By JOS. YATES, CHISLEHURST, ENGLAND.

BLACK.



WHITE.

White to move and draw.

Solutions.

Nos. 211 and 212.

These are prize problems and their solutions will appear in a future issue.

No. 213.

16 12	11-15	16 11	28-19
8-11	20 24	32-28	6 10
12 16	27-32	1 6	W. wins.

No. 214.

5 1	29-25	8 3	
6-10 a	12 8	21-14	
1 6	25-21	3 7	W. wins.

(a) Mr Davis omits play on 15-10 here. Will it draw?

No. 215.

11-15	26-31	15-11	32-28
27 24 (1)	1 6	9 14	24 20
26-23*	31-27	12-16	28-24
17 13	24 20	14 18	22 17
15-18*	23-18*	16-19	24-19
13 9	6 10	18 22	16 12
18-22	27-32*	19-23	15-11
9 6	10 6	18 24	
22-26	18-15	11-15	
6 1	6 9	20 16	B. wins.

(1)

28 24 (2)	22-18	24 20	19-23
26-22	13 9 a	16-19	
17 13	12-16	20 16	B. wins.

(a) 24 20, 15-19, 20 16, 19-23, B. wins.

(2)

17 13	13 9	27 24	
15-18	26-23	18-22	B. wins.

No. 216.

14 10*	3 8*	15 19*	24 27
11-15 (5)	18-23 (2)	32-27 (1)	14-60
27 24*	8 11	19 15*	28 24
18-14	10-14	27-31	10-15
10 7*	11 15*	20 16	24 20
15-18	23-27	12-19	15-11
7 3*	24 20	15 24	27 32
14-10 (3)	27-32	31-26	Drawn.

(1)

14-10	10- 7	31-27	27-32
19 24	24 19	19 15	15 11
			Drawn.

(2)

10- 7	18-23	10- 7	23-27
24 20	20 16	15 24	19 23*
7-10	12-19	7-11	27-32
8 11	11 15	24 19*	23 18*
			Drawn.

(3)

18-23	24 19*	27-42	11 20
3 7	14-18	19 15	18-11
23-27	7 11	12-16	20 24
			Drawn.

(4)

18-23	18-22	23-18 a	12-16
10 8	2 7*	24 19	11 20
15-18	22-26	26-31	18-11
7 2	7-11*	19 15	20 24
			Drawn.

(a) 26-31, 11 16, drawn.

(5)

18-14	14-10	11-15 (6)	15-18
10 7*	7 3*	27 24*	3. 8
			Drawn.

(6)

11-16	3 8	15-11	19 15
28 24	16-20	24 19	
10-15	8 3	11-16	Drawn.

Corrections.

Barker-Smith Fife Game.

Mr. J. A. Sweeney thinks Mr. Barker overlooked a draw at the thirty-sixth move. The position is B., 3, 7, 8, 11, 12, 25*; W., 18, 19, 20, 27, 28, 31. For 18 14, which lost, play

19 15	27 23	15 10	18 9
25-21 a	21-17	7-14	Drawn.

(a) If 25-22, then 31 26 wins.

Came No. 111.

Messrs Stevens and O'Melay propose to draw variation 1 at the ninth move. The position is B., 3, 13, 15, 18, 19, 25. W., 10*, 12, 16, 21, 27, 30. For 18-12, which loses, play

25-29*	30 23	22-18	27 23
10 14 a	15-19	15 10	26-22
29-25	23 18	18-22	16 11
14 23	25-22	10 6	
19-26	18 15	22-26	Drawn.

(a) No better move for white.

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

CHICAGO, JANUARY 25, 1889.

PRIZE PROBLEMS NO. 211, 212.

The field for 2 vs. 2 problems has been so thoroughly ransacked by Dr. Brown and other eminent composers, that original positions of merit in this class are now extremely rare. It is, therefore, with a certain degree of pride and pleasure that we present problems No. 211 and 212 for the consideration of our readers. They are derived from Mr. McCulloch's attempt to correct Mr. Sheean's magnificent solution of Problem No. 115. (See No. 20, page 231). The play in Mr. Sheean's problem was extremely critical, and naturally attracted the attention of the "lynx-eyed" checkerists — Mr. Calvert being the first to acknowledge its soundness and proclaim its exceptional merits. Jas. P. Reed and others followed in the same strain, but the great Glasgow author and analyst thought he discovered a flaw, and published his play in Europe, where it has passed unchallenged. As an incentive to procure the ideas of our solvers, we will give a Gould's Book of Problems for the best solutions received before publication of No. 24. Should more than one solution be of equal merit, the names of each solver will be placed on a slip, and the prize-winner's name drawn from a hat.

CHECKER CHATTER.

There is room for one more cabinet at the Chicago Checker and Chess Club. Let yours fill the vacancy.

Jas. P. Reed is expected in Chicago this week. All our players have a few choice things for the blindfold champion to drop into.

Quite a number of our subscribers have not remitted for an index. You will want

to bind your volume, so do not hesitate any longer. It's only 10 cents.

Mr. Parrow, the young Boston champion, mourns the loss of a little daughter, in consequence of which he resigned his unfinished match with Mr. Durgin.

L. M. Stearns, of the *Derry News*, is about to issue a treatise on the "Laird and Lady" opening, and also a book of problems. We feel certain they will be worth having.

The *Portsmouth Blade*, a weekly, published in Portsmouth, Ohio, has started a checker column, which from present appearances promises to be as newsy and entertaining as the best.

Jos. Gould, of Middlesbrough, and Wm. Beattie, of Liverpool, the only European player who ever defeated Smith in a match, were present during play on New Years. Beattie kept time for Barker during the evening.

A good many of our subscribers have expressed themselves as satisfied with the present size of the REVIEW and that any increase in size would not be expected. We have therefore decided not to enlarge it, but to make the subscription price *Two Dollars per year in advance*.

Messrs. Kelly and Fleming are to have another contest for the Canadian championship. Why do we not hear from friend Labadie as of yore, when his challenges to Wyllie, Barker, Reed and others were so frequent that they were puzzled to decide which challenge to accept?

The second part of Mr. Kear's *Quarterly* is on our desk. Its thirty-six pages are so crowded with good and choice selections, that it would occupy too much space to enumerate them all. The price is only one dollar per annum, and lovers of choice draughts can not afford to miss it.

We are in receipt of No. 1, Vol. 2, of the *International Draughts Player*; also, index to Vol. 1. The paper and type of the new volume shows a decided improvement, while the contents are fully up to Mr. Kears' high standard. We are pleased to copy two problems from its pages, and commend them to the careful consideration of our critics.

THE INTERNATIONAL MATCH.

Smith v. Barker for \$1000 and Silver Cup.

We are indebted to the West Lothian *Courier* for the following notes and play of the great International match between Chas. F. Barker and James Smith, for the Championship of England and America:

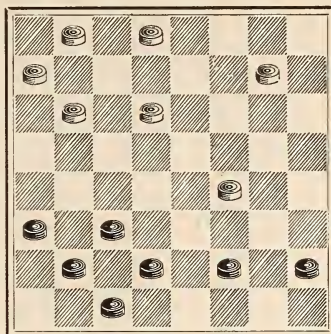
Sixth Day--Saturday, Dec. 29.

TWELFTH GAME (SINGLE CORNER) DRAWN.

The excitement caused in the locality on the previous night over the win of the English champion had caused a greatly increased attendance, and on Saturday there was again a large crowd of expectant onlookers in the Town Hall, so much so that it was impossible for many to get even a glimpse of the players. By an ingenious device, however, disappointment was saved by the erection of a huge draughts board in a conspicuous position on the wall, on which every move of the game was reproduced as played. The same contrivance was used at Glasgow during the Barker-Martin match.

It being Barker's turn to open with 11-15, Smith at once took the necessary precaution to prevent a repetition of the "Fife" opening with Barker playing Black, and replied with 22 18, thus forming the "Single Corner." This opening is regarded theoretically as a weak one for White, but although Barker played with more than his usual caution, he failed to get any advantage; indeed, the Englishman had, if anything, the pull toward the end, and the play was of an open and equal character. At the eighth move Smith adopted the 18 14 line, and the play became very interesting from that point. When the game reached the following position it became quite evident that Barker was running for a draw:

(WHITE.)



(BLACK.)

Black (Barker) to move.

6- 9	3-10	14-23	5-14
23 18	24 19	27 18	25 22
7-10	10-14	9-14	14-18
14 7	31 27	18 9	etc.

Drawn.

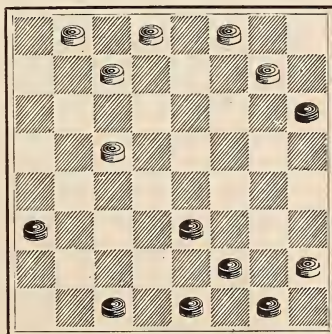
13TH GAME (DOUBLE CORNER) DRAWN.

After the usual interval, the players once more faced each other across the board, when Smith lead off with 9-14, thus opening the "Double Corner," which is the last of the restricted openings with the Black men. The play proceeded on book lines as follows:

9-14	8-24	11-16	14-21
22 18	28 19	29 25	23 5
5- 9	4- 8	7-11	16-23
24 19	25 22	18 15	26 19
11-15	8-11	11-18	
18 11	22 18	21 17	

giving the following position:

(WHITE.)



(BLACK.)

Smith continued

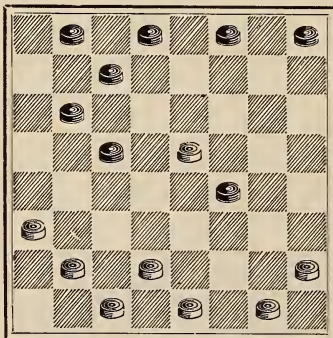
3- 8	15-19	27-31	13-17
25 22	18 15	18 15	8 3
8-11	19-23	31-27	17-22
27 23	15 11	15 11	3 7
11-15	12-16	27-23	22-26
32 28	11 8	3 7	14 17
15-24	16-20	2- 6	23-27
28 19	8 3	11 8	30 23
10-15	23-27	6- 9	27-18
19 10	31 24	7 10	7 10
6-15	20-27	9-13	18-23
23 18	22 18	10 14	Drawn.

Seventh Day--Monday, Dec. 31.

14TH GAME (DOUBLE CORNER) DRAWN.

Monday morning saw the contestants punctually in their places, looking fresh and hearty after the Sunday's rest. Barker took his turn with the black of the "Double Corner," which finishes the first section of the match. At the fourth move Smith played 25-22, where Barker with the white on Saturday played 24-19, and this infused a little more interest in the game. The play, however, was on book lines for the first forty minutes, when the pieces were reduced to eight a side, and the position stood as follows:—

(BLACK.)



(WHITE.)

White (Smith) to move.

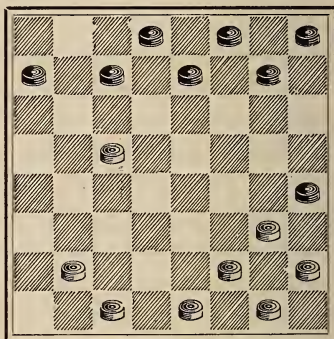
32 27	8-11	26 23	9-13
2- 7	15 8	19-26	27 24
27 23	3-19	30 23	6- 9
4- 8	25 22	11-15	23 19
23 16	7-11	31 27	14-18
Drawn.			

15TH GAME (SINGLE CORNER) DRAWN.

WHITE RESTRICTION BEGINS.

On Monday evening the match entered upon the second period, in which the conditions are that in the 18 games which remain to be played, black shall open with 11-15 every time, and white shall make once every possible reply. Smith again had the blacks, and at the bidding of the ballot, played 11-15. Barker, profiting by experience, gave the "Fife" a wide berth, and following Smith's example made the game a "Single Corner." The game proceeded on the 12-16 and 18-14 variations and was for a time on well-known lines, but towards the finish play entered upon unknown ground. The game became interesting from the following point:—

(BLACK.)



(WHITE.)

White (Barker) to move.

24 19	31 26	19 15	15 10
8-11	10-17	16-19	8-12
25 22	22 13	32 27	10 3
4- 8	8-12	3- 8	19-24
27 23	23 13	18 14	28 19
6-10	11-16	12-16	16-32

After a few more moves the game was drawn.

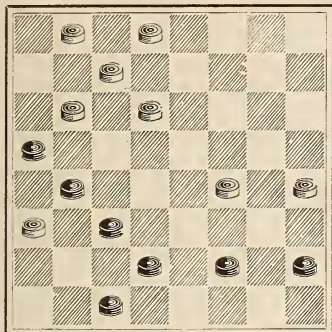
Eighth Day, Tuesday, Jan. 1.

16TH GAME (SINGLE CORNER) DRAWN.

The eighth day's play was opened on Tuesday in presence of a large assembly of spectators, Barker playing 11-15. Smith opened "Single Corner," Barker adopting the 12-16 line throughout the

whole game. Smith had the best of the play, as the following will show:

WHITE.



BLACK.

Black (Barker) to move.

6-10	16-23	10-15	7-11
14 9	27 9	9 6	2 6
5-14	20-27	11-16	15-19
23 19	32 23	6 2	23 18

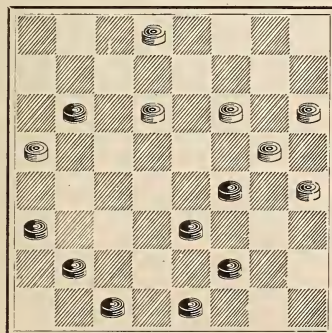
Drawn.

Barker Scores Another Win.

17TH GAME (SECOND DOUBLE CORNER)
BARKER WON.

Play was resumed in the evening. Barker opened the "Second Double Corner," and was compelled by ballot to continue the exchange from 27 into 20. The opening is considered very weak for White, and when the following position was reached great excitement was manifested by the spectators:

(WHITE.)



(BLACK.)

Black (Smith) to move.

Smith played 8-11. He, having un-

doubtedly the best of the game, was pushing the play so hard that he at one stage refused to take advantage of a clear draw, and thus played himself into a weak position, and Barker won.

The following is the play from the position given:

8-11	2 6	22-26	10 14
22 18	26-31	17 13	26-31
6- 9	23 19	26-31	6 10
13 6	14-18 <i>b</i>	13 9	31-26 <i>c</i>
2- 9	19 15	31-27	24 19
17 13	3- 8	7 3	23-16
10-15	15 10	27-31	14 18
13 6	31-27	9 6	16-19 <i>d</i>
15-22	10 7	31-26	18 23
6 2	27-23	6 2	11-15
24-27 <i>a</i>	6 10	26-31	23 16
31 24	18-22	2 6	
22-26	21 17	31-26	Barker won.

(*a*) 12-16 or 11-15 would have drawn.

(*b*) 31-27, 6 9, 11-16 also draws.

(*c*) 31-27 would have drawn here, but with more difficulty.

(*d*) A number of onlookers thought that if Smith had played 26-23 instead of 16-19 he would have drawn. The following shows a win:

26-23	27 32	15-18	3 7
18 27	11-15	20 16	23-32
16-19	32 27	19-23 <i>e</i>	10 14

W. wins by 1st position.—*F. Dunne.*

(*e*) White can also win by

18-22	22-25	25-30	W. wins.
10 14	14 17	17 22	<i>J. Deans.</i>

Ninth Day--Wednesday, Jan. 2.

Barker's Fourth Win.

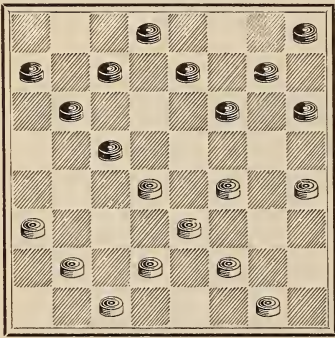
18TH GAME (SECOND DOUBLE CORNER)

There was again a crowded attendance. In winning the weak side of the second double corner the preceding evening, Barker got a great pull in the match, for so narrow is the line for a draw on that variation—if, indeed, there be one—that it was confidently expected he would win with the stronger side when it came his turn to play the Blacks. The expectation was turned into a certainty on Wednesday

forenoon. Smith never got out of the cramped position incidental to the opening, and Barker's hold, never relaxed from the opening of the game, gradually tightened till the position was such that, although there was eight man a-side on the board, the English champion was compelled to resign, there being no escape from a loss of a couple of men. Barker received a hearty cheer on finishing, the Spennymoor folk, although doubtless wishing their townsman every success, giving this gratifying testimony to the scientific skill of the young American. This is the only game so far in which neither of the contestants got a crowned man; it may also be said to be the only game in the match in which Barker had the advantage throughout.

It may seem paradoxical to many that Smith having the best of the games Barker scored so many wins. The explanation is this:--Barker is an old match player, and allows his opponent to make the play, and at the same time takes care not to make a mistake, and by this trips up his opponent. His tactics have succeeded well. The following is the ending:—

(BLACK.)



(WHITE.)

White (Smith) to move.

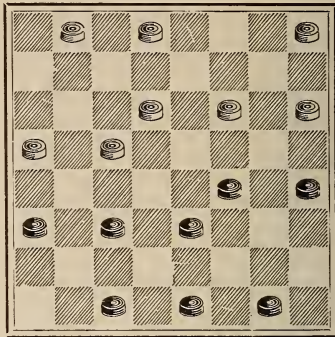
19 16	25 22	30 26	26 22
12-19	6-10	4- 8	8-11
23 16	32 28	22 17	
14-23	11-15	5- 9	
26 19	28 24	27 23	Barker
8-12	9-14	9-13	won.

19TH GAME (CROSS) DRAWN.

Play was resumed at five, and a "Cross" was entered upon. The game was very evenly played, lasting for ninety minutes,

and resulted in a draw. The following position occurred:

(WHITE.)



(BLACK.)

Smith continued

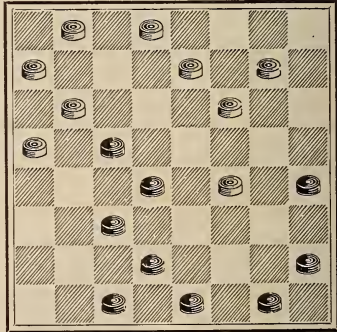
11-15	22 18	14-17	26 17
32 28	1- 5	21 14	13-22
15-24	18 9	10-17	23 18
28 19	5-14	19 15	22-26
2- 7	31 26	17-22	15 11

Drawn.

20TH GAME (CROSS) DRAWN.

After a rest of fifteen minutes Smith tried the white side of the "Cross," but adopted the 26 23 line, which proved more interesting and critical, when the following position occurred:

(WHITE.)



(BLACK.)

Black (Barker) to move.

1- 6	9-14	14-18	27-31
25 21	20 16	6 1	1 5
6- 9	11-27	9-13	31-27
14 10	32 16	27 24	15 10
7-14	15-19 a	19-23	27-23
22 17	31 27	24 19	16 11
13-22	5- 9	23-27	18-22
26 10	10 6	19 15	10 6

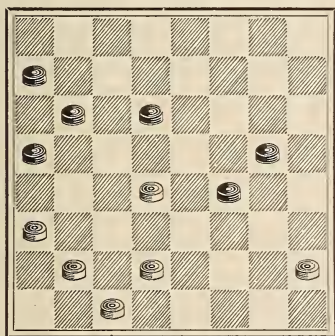
The game was ultimately drawn.

(a) Barker should have won here by 15-18.

Tenth Day--Thursday, Jan. 3.**21ST GAME (AYRSHIRE LASSIE) DRAWN.**

Smith opened the 21st game in the match, and according to the ballot the opening had to be the "Ayrshire Lassie." Smith played 11-15, and Barker 24 20. Smith went 15-19. Barker here raised an objection, and said he understood the articles to mean that 8-11 should be played to complete the opening. The referee decided that according to Anderson's work on draughts 24-20 forms the game, and Barker had thus to allow the game to be played into a "Bristol" opening. The game throughout was very evenly contested, and lasted three hours. Near the finish Smith had, if anything, a slight advantage with one single man and three kings to Barker's three single men and one king. After a good deal of fencing, Barker managed to clear his way, and was able to put himself into safe ground by conducting his single men to the crown head, and secured an easy draw. The following position turned up in the game:—

(BLACK.)



WHITE.

White (Barker) to move.

18 15	26 23	2 6	21 17
10-14	19-26	18-23	31-27
15 10	28 19	19 16	22 18
16-20	26-31	23-27	13-22
10 6	6 2	25 22	6 13
20-24	14-18	27-32	Drawn.

22ND GAME (AYRSHIRE LASSIE) DRAWN.

On resuming in the evening, Barker formed the regular run of the "Ayrshire Lassie," Smith replying to it by cutting up the centre of the board as in the "Single Corner." A palpable draw was the result within a couple of hours. The play proved interesting when it arrived at the following position:

B., 2, 7, 11, 12, 13, 17.

W., 18, 19, 20, 23, 28, 31. •

White (Smith) to move.

28 24	11-16	24 20	12-19
17-22	20 11	16-19	20 16
19 15	7-16	23 16	22-25

Surprise and discontent were expressed, when the American decided to play on in the following position:—

Black on 19 and 22, king on 23.

White on 5 and 31, king on 3.

Barker, although three games ahead, evidently wished to play no more that night and trifled away with the three pieces to three positions for the good part of an hour, and when past the time for starting another game gave it up as a draw.

Eleventh Day--Friday, Jan. 4.**23RD GAME (SINGLE CORNER) DRAWN.**

The eleventh day in this great contest was entered upon Friday, Jan. 4, and the two champions looked none the worse of the mental strain which they have undergone for the fortnight. Smith, although three games behind, came up to his work with smiling countenance, and apparently with hopeful vigor; while Barker, on the other hand, still reserved that thoughtful mood which distinguishes him from all others of the craft. The twenty-third game was opened by Smith. It fell to Barker's lot to open the 26 17 line of the "Single Corner"—admitted a weak game for white. Barker, however, seemed to have mastered all the intricate combinations arising out of this opening. Notwithstanding Smith's determination to score a win, Barker brought himself off in perfect safety with a draw. The following is the beautiful ending:—

B., 3, 6, 7, 8, 9, 12, 18.

W., 13, 16, 19, 25, 26, 27, 32.

Black (Smith) to play.

18-22	7-10	20-27	31-26
25 18	32 28	18 15	2 7
8-11	3- 7	11-18	26-22
26 22	28 24	23 7	19 15
11-20	7-11	27-31	12-16
22 17	27 23	7 2	7 10

Drawn.

At five o'clock play was again resumed, Smith this time having the weak side of the "Single Corner."

Barker's Fifth Win—Collapse of Smith.**24TH GAME (SINGLE CORNER) BARKER WON.**

The game was opened as follows:

11-15	9-14	4- 8	11-18
22 18	18 9	25 22	29 25
15-22	5-14	7-11	8-11
26 17	24 19	17 13	24 20
8-11	11-15	15-18	11-15
23 18	28 24	22 15	27 24

After a few more moves Smith got into a hopeless position, and lost the game without ever getting to the crownhead.

Smith resigned at the following position:
B. 1, 3, 6, 14, 22, 28. W. 10, 13, 21, 23, 27, 30.

25TH GAME (SECOND DOUBLE CORNER.)
DRAWN.

The players took a few minutes' rest, and the 28-19 in "Second Double Corner" was entered into. The game was played up quickly, and in less than forty minutes it resulted in a draw. It was quite evident Smith now sees he has no chance even to draw. Scores:—Barker, 5; Smith, 1; drawn, 19.

Twelfth Day--Saturday, Jan. 5.

26TH GAME (SECOND DOUBLE CORNER.)
DRAWN.

When the players faced each other on the twelfth day of the match, there was a prevailing conviction that the English champion had been beaten. An evidence of this was the meagre attendance of spectators, as well as the hopeless air of those interested in Smith's success. Smith himself seemed to recognise his position, and in the three games that were played he pursued safe lines and evidently went for securing the draw in order to prevent his defeat growing worse. Barker on the other hand, knowing his safe position, did not see any object to be gained in forcing the play, and adopted his usual course of playing a waiting game on safe lines. At the forenoon sitting it was Smith's turn with the white of the "Second Double Corner," and the game proceeded on well-known book lines, being almost a complete copy of the preceeding game. The following is the ending: B. 2, 3, 6, 10, 11, 12, 14; W., 17, 19, 21, 23, 26, 27, 31; B. (Barker) to move.

3- 7	23 19	6-22	17 14
19 15	18-23	26 17	10-17
11-18	27 9	7-11	21 14

Drawn.

27TH GAME (OLD FOURTEENTH) DRAWN.

In the evening the ballot determined 11-15, 23 19 as the opening moves of the next two games. The first was played as follows:

11-15	9-14	13-22	8-11
23 19	18 9	25 9	24 20
8-11	5-14	6-13	11-16
22 17	26 23	29 25	20 11
4- 8	1- 6	13-17	7-16
25 22	30 25	21 14	19 15*
9-13	15-18	10-17	16-19
27 23	22 15	25 22	23 16
6- 9	11 27	17-26	12-19
23 18	32 23	31 22	15 10

Drawn.

28TH GAME (OLD FOURTEENTH) DRAWN.

The other "Old 14th" was taken at the same sitting and proved to be the last in the match. It was rather more interesting than the game which preceded it. At the sixth move Smith varied with 17-13, and at the eighteenth move he adopted the 26-22 line. The game was played on regular book lines to a draw.

29TH GAME (DYKE) DRAWN.

The final game was 22 17 in reply to 11-15. Smith played 15-19, forming the "Dyke" opening, the result being an original and interesting game, which he was able to draw, although a piece short. Smith at once resigned the match, shook hands with his opponent, and congratulated him upon his victory.

SCORE.

OPENING.	FIRST PLAYER.	RESULT.
1. "Kelso"	Smith	Drawn.
2. " "	Barker	Drawn.
3. "Dundee"	Smith	Drawn.
4. " "	Barker	Barker won.
5. "Denny"	Smith	Drawn.
6. " "	Barker	Barker won.
7. "Bristol"	Smith	Drawn.
8. " "	Barker	Drawn.
9. "Edinburgh"	Smith	Drawn.
10. " "	Barker	Drawn.
11. "Fife"	Smith	Smith won.
12. "Single Corner"	Barker	Drawn.
13. "Double Corner"	Smith	Drawn.
14. " "	Barker	Drawn.
15. "Single Corner"	Smith	Drawn.
16. " "	Barker	Drawn.
17. "Second Double Corner"	Smith	Barker won.
18. " "	Barker	Barker won.
19. "Cross"	Smith	Drawn.
20. " "	Barker	Drawn.
21. "Ayrshire Lassie"	Smith	Drawn.
22. " "	Barker	Drawn.
23. "Single Corner" (26 17)	Smith	Drawn.
24. " "	Barker	Barker won.
25. "Second Double Corner"	Smith	Drawn.
26. " "	Barker	Drawn.
27. "Old Fourteenth"	Smith	Drawn.
28. " "	Barker	Drawn.
29. "Dyke"	Smith	Drawn.

The stakes, cup, and a consolation purse, raised for the loser before the match started, were handed over in the evening in the Lord Raglan Hotel. Dr. J. C. O'Hanlon, Medical Officer to the Local Board, presided, and the large room of the hotel was well filled, the proceedings being graced by the presence of several ladies.

Dr. O'Hanlon, on taking the chair, expressed his pleasure at accepting the post. He detailed the circumstance of his first attention being called to the match by Mr. J. Coldwell, Surveyor to the Local Board of Spennymoor, and gave Mr. Coldwell all the credit for the work entailed by the arrangements of the match. Nothing had occurred that was not creditable to both principals and seconds. He had great pleasure in announcing that, as the result of an effort on behalf of the loser, before it could be known who would win, eleven guineas had been subscribed as a consolation, which would be handed over to Mr. Smith, who would use it carefully. The doctor toasted the American champion, his friends, and family, and hoped he would go back and relate to his friends how he had been treated in a foreign country. [Loud applause.]

Mr. R. McCall, in making the stakes over and presenting the cup, said this was the second time within twelve months that it had been his pleasure to hand over to Mr. Barker a check for £200, which he had won so honorably. As referee and stakeholder his connection had been a very close one with the contestants, and, as he felt when he accepted the position, his prerogatives as referee had never once been requisitioned.

Mr. Barker, who took possession of the cup and accompanying check amid loud cheers, said that words were inadequate to express his feelings at their flattering and kind reception, and the hospitable treatment he had got at Spennymoor, and his only regret was that Mr. Smith and himself could not both win. [Laughter and applause.] He would ever bear Spennymoor and its folks in grateful remembrance, and the handsome cup presented by Dr. O'Hanlon would be his most cherished possession. [Applause.]

The consolation purse of sovereigns was then presented by Dr. O'Hanlon to Mr. Smith, who acknowledged the gift in suitable terms.

American Checker Review,

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, FEB. 8, 1889.

No. 23.

GARDNER V. BARKER.

Most of our contemporaries mention the names of W. Campbell and Willie Gardner as probable opponents of the American Champion. In our opinion Willie Gardner is the best player in the kingdom who could be put forward to retrieve our lost laurels. But he informs us that his business will not permit him to play a lengthened match with Mr. Barker. He is, however, willing, should Mr. Barker visit Leeds, to play him a subscription match arranged so as not to occupy more than three or four days, and he authorizes us to make the following proposition: Mr. Gardner will play Mr. Barker a restricted match of 12 or 14 games. The restrictions to be as follows: (A) Each player to move 9-13 with the blacks, and his opponent to make every possible reply with the whites. This will give 14 games. (B) 9-14 and every possible reply. This would allow 12 games. (C) 10-14 and every possible reply. This would also admit of 12 games. (D) 10-15 and every possible reply. This and (E) and (F) would admit of 14 games. (E) 11-16 and every possible reply. (F) 12-16 and every possible reply. On the morning selected for the commencement of the match (A), (B), (C), (D), (E) and (F) to be put in a hat, and the letter that is drawn must constitute the match. That is, if (D) comes out of the hat the match will consist entirely of "Kelso" games. Black will play 10-15 every time and white will reply with 21-17, 22-17, 23-18, 23-18, 23-19, 24-19, 24-20. The advantages of this mode of restriction are: The play will be entirely original, and each player will be thrown on his natural resources, as "book" knowledge cannot possibly come in. Neither player will know until seated at the board what openings are to be played. This will prevent both players making special study and preparation before the match. This is an important point to Mr. Gardner, as he cannot neglect his business in order to get specially prepared for the match. We may state here that British players have every confidence in the ability of "our Willie" to make a successful stand against the American champion. This is shown by the fact that more than £100 has been promised if he could make it convenient to play a match for a stake. If Mr. Barker will consent to play on the terms mentioned above, a large subscription will be quickly raised.

—Leeds Express.

CAMPBELL V. BARKER.

A few subscriptions are still required to complete Mr. Campbell's stake in his proposed match against Barker, and although we are confident the amount will be raised, it is desirable that

the matter should be put beyond doubt as quickly as possible to enable Mr. Campbell to issue a formal challenge to Mr. Barker. The stake Mr. Barker stipulates is for £25 a-side. He has agreed to accept £4 for expenses, and there need be no hitch in concluding the arrangements as soon as the amount of the stake is raised. The severe defeat of the English champion following the collapse of Martins last year, has given rise to a decided feeling on the part of Scottish players that another effort must be made to maintain the honor of Great Britain, and especially of Scotland. In our opinion, Mr. Campbell is the best man in the country at the present time to undertake this duty. He has been in regular professional practice for some years, and in his tours through the country in his capacity of the Blindfold Champion has gained a wide and varied experience in all kinds of cross-board play. He has, besides, gained experience in recent great matches, both as a principal in his match with Reed, and coach to Martins, and he is not likely to fall into the same mistakes as Smith did, through sheer inexperience of Barker's tactics. A restricted match of 20 games is proposed, each player to select five openings, and it is believed that Campbell will give a very good account of himself; he should have no difficulty in making an even score, and has a fair chance of winning. He is in splendid form at present, and is practising hard with Mr. Jackson, of Glasgow, late of Manchester, who will act as his coach.—West Lothian Courier.

BRYDEN V. BARKER.

A match at draughts is likely to take place between C. F. Barker and W. Bryden, of Glasgow, champion of the West of Scotland. It may be remembered that, prior to his arrival in this country, Barker announced that after his match with Smith, the English champion, he would be prepared to play any one or all of some half-dozen of our leading experts, Scotch and English whom he named, Bryden being among the number. At a meeting in Mr. T. Downie's, St. George's Road, it was decided to formally accept the challenge of the American champion on behalf of Mr. Bryden, and for the stake mentioned by the former—£25 a-side. The match will be on the restricted principle, each player forming a new opening each time he has the black and white men respectively. In the first section of the contest the blacks must open in every possible way; in the second section white must reply in every possible way to 10-15 in place of 11-15 (as in the recent match, which gave scope for a larger number of book games than the mode proposed by Bryden. Play will take place within six weeks of signing articles; and, if agreed

to by the American, the contest will take place in Glasgow. Should the match go on it will excite an interest second to none in recent years; Bryden has long been known as one of the best players in the country, and his friends are confident that if he gets the chance he will prove that the score made by Smith is not to be taken as a criterion of the skill of our players against the best that America can bring to the front.—*West Lothian Courier*.

The *Northern Leader* says: Mr. Barker and his brother Isaiah Barker left Spennymoor for London on Tuesday afternoon. Mr. Wm. Bryden, of Glasgow, has challenged Barker to play a match of twenty games for £25 a side to play in six weeks' time. This Mr. Barker is not willing to do, and unless other arrangements are come to the match will not go on.

THE AMERICAN CHECKER REVIEW.

The twentieth number of this magazine is just to hand; and the matters submitted are of the same excellent kind which always characterizes its pages. The games, happily, never partake of cumbersome extended analysis continued from number to number, but carefully and interestingly annotated; and the variations springing from the trunks glisten with critical gems—the finest of which are set on diagrams. There are ten problems given for beginner and student, one of which, in its settings, artfully represents a heart. Although it may be somewhat invidious to select from so rich a mine one nugget for special commendation, we cannot refrain from reproducing this interesting "figure" composition:—Position:—Black—6, 8, 9, 10, 11, 12, 24; White—15, 17, 20, 22, 25, 27, 31; White to move and draw—22-18, 10-19, 17-14, 9-13, 14-9, 6-10, 9-5, 13-17, 5-1, 24-28, 18-15—Drawn. Other three positions spring from this play, but these we leave our readers to discover and exercise their skill upon. The more important news and literature connected with the game receive judicious attention; and in this connection we may remark that our friend James Ogg's fine poetical production—"Oor Auld Farrant Game"—which appeared a few weeks since in this column, is given in the *Review* we are presently noticing. Regarding the *Review* as a piece of artistic work, of its toned paper and superior printing—especially in the clearly defined lines of the diagrams—we need say nothing, as these have on various occasions been spoken highly of in this column.—*Aberdeen Free Press*.

FROM JAMES SMITH.

SPENNYMOOR, January 15, 1889.

Dear Mr. Baker:

Your letter just came to hand. Barker left here for London to-day.

Bryden of Glasgow, has just published an acceptance of Barker's challenge. He is willing to play for £25 a-side in 6 weeks time. Barker says he cannot stay that long for so paltry a sum, so

unless some other arrangements are come to, the match will not go on.

My match with your champion was finished on Monday last. You will have seen all particulars from the papers. I have no excuse to offer, Barker is a better player than I, at the present time. I might have made a better show, had Wyllie been here to practice and coach me.

Barker and his Brother are staying in Spennymoor until Monday or Tuesday next, when I understand they leave for London.

Our match passed off without a hitch. I found in Mr. Barker a courteous and most agreeable gentleman.

Wishing success to the REVIEW, I remain

Truly yours,

JAMES SMITH.

BARKER-SMITH MATCH GAMES

By request, we have undertaken, in conjunction with Mr. W. Beattie, of Liverpool, the publication in book form of the games played in the recent international draughts match between Messrs. Barker and Smith. The games will be extensively annotated, and the work will contain an historical sketch of the circumstances leading up to the match, and a full report of the proceedings; in addition, there will be the articles of agreement, laws of the game, and instructions for beginners, making the little work complete in itself. Two of the games, the "Old 14th" opening, will be specially annotated for learners. The MSS. will be placed in the hands of the printer at once. Orders to be sent to the Draughts Editor. Price 1s. 6½d. post free.—*Leeds Mercury*.

WHO WILL PLAY BARKER?

A number of our exchanges profess to know that arrangements are being made for matches to be played between the American champion and Messrs. Gardner of Leeds, and Campbell of Glasgow. We have Mr. Barker's authority for denying this statement. No arrangements of any kind have as yet been made.—*Northern Leader*.

CHECKER CHATTER.

All purchasers of the "Alma" book will be furnished a copy of the corrections as soon as they are issued, which will be in a few days.

* *

At the end of the twenty stipulated games in the Lewis-Horsefall match the score was Lewis, 2; Horsefall, 2; and 10 draws. The winner of the first game would now be entitled to the stakes, but after 7 successive draws, it was eventually agreed to draw the match.

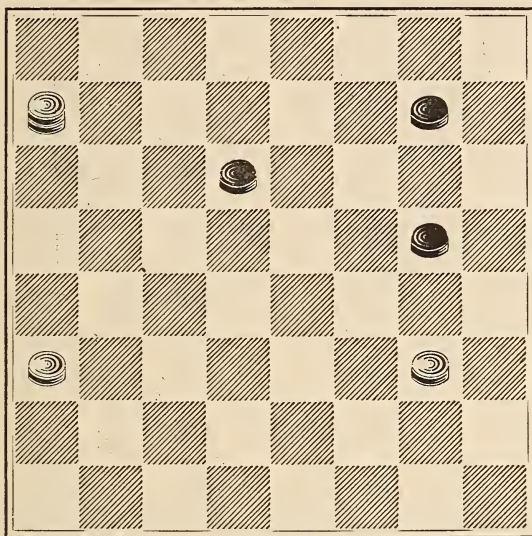
* *

Dr. O'Hanlon displayed unusual enthusiasm in the late match. In addition to the silver cup and consolation purse, he presented the victor a gem of an Irish blackthorn; and to Mr. McCall, the referee, who declined to accept a money payment for his services, with a splendid pipe.

PROBLEM NO. 217.

By M. H. C. WARDELL, DOWNSVILLE, N. Y.

BLACK.



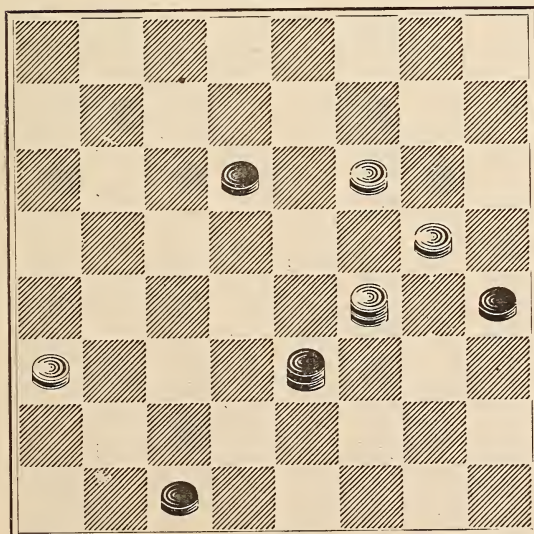
WHITE.

White to move and win.

PROBLEM NO. 218.

By CHAS. N. GAFFNEY, UTICA, N. Y.

WHITE.



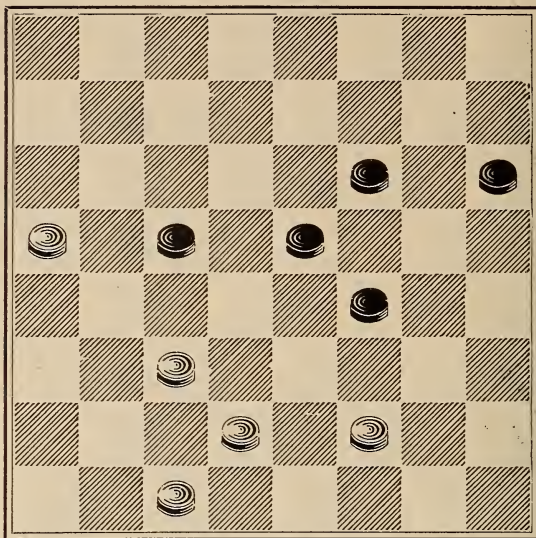
BLACK.

Black to move and win.

PROBLEM NO. 219.

By L. M. STEARNS, DERRY DEPOT, N. H.

BLACK.

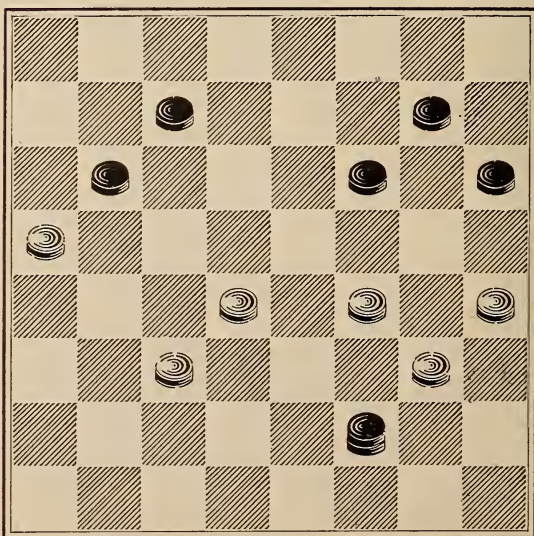


WHITE.

*White to move and win.***PROBLEM NO. 220.**

By D. L. GORTON, IOWA CITY, IOWA.

BLACK.



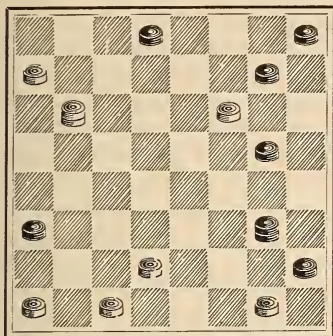
WHITE.

White to move and draw.

PROBLEM NO. 221.

By Jas. P. Reed, Game Editor.

(BLACK.)



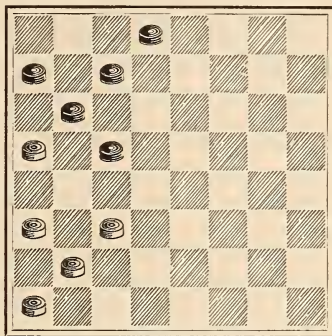
(WHITE.)

White to move and win.

PROBLEM NO. 222.

By L. M. Stearns, Derry Depot, N. H.

BLACK.



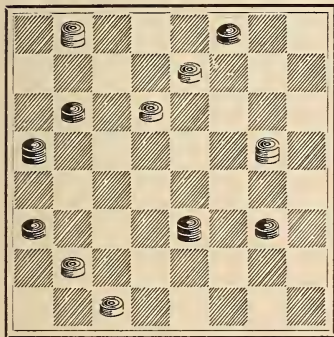
WHITE.

White to move and draw.

PROBLEM NO. 223.

By John T. Denney, Orange, N. J.

BLACK.



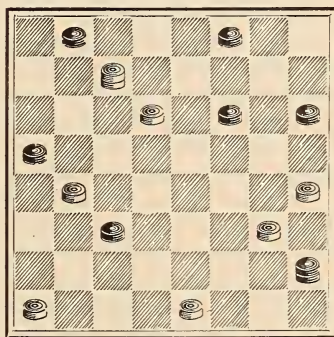
WHITE.

White to move and win.

PROBLEM NO. 224.

By John E. Hess, Philadelphia, Pa.

BLACK.



WHITE.

White to move and draw.

PROBLEMS FOR BEGINNERS AND STUDENTS.

Problem No. 221 is the *first stroke* problem we have seen by Mr. Reed, but it is very neat and will be quite as enjoyable if not as difficult as his usual compositions.

Problem No. 222 is a neat ending by the versatile New Hampshire champion; whites have a very small

hole to crawl through, but they manage to successfully find it.

Problem No. 223—Mr. Denney is a new contributor, but his stroke is very pretty and we trust to hear from him again.

Problem No. 224—Mr. Hess drew this ending in actual play. How many of our readers can see the draw without moving a piece?

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

CHICAGO, FEBRUARY 8, 1889.

COMMENTS ON THE MATCH.

As the reflections and comments of our European contemporaries will be of the greatest interest, we have omitted all editorials and local items from this issue, and immediately proceed to a subject of general discussion.

Glasgow Weekly Herald.

The American champion unquestionably increased his reputation as a checker player by the masterly manner he conducted his games. Draughts players did not give him credit for the ability and skill he has unmistakably shown, and were inclined to rank him as a "book" player with a good memory and an aptitude for the game. But that opinion must now be cast aside. The games in this match, so diversified and difficult, show that he has as great a genius for checkers as his fellow-countryman. Paul Morphy had for the sister game of chess; and, although we shall pin our faith to the veteran "Herd Laddie," who is now in Australia, a match between Barker and Wyllie for the championship of the world would undoubtedly prove a close affair, and the most interesting contest of modern times. Such a match may be looked for.

Smith and his friends took their defeat with a good grace. In a conversation with Barker on Friday evening, after he had lost the weak side of the "Single Corner" game (26-17 capture), Smith said his chance, even of tying, was all over now, but in the interests of his supporters he would of course play out the stipulated number of games. He squarely and frankly admitted he was defeated on his merits, and that Barker had proved himself the better player. This may be attributed in a great measure to the superior practice the American gets in meeting the best of players as a professional, as com-

pared with the personal and friendly analyses upon which Smith has mainly to depend. Smith was at his work as usual up to the date for starting play, and there is no one in Spennymoor with whom he can get the hard practice absolutely necessary for a match of the kind. His friends Gardner, (Leeds) and Richmond, (Whitburn)—two of the best players in England—who were present all through the match, did everything they could in the way of coaching and analysing, but that could not make up for the want of good cross-board practice, especially in meeting such a player as Barker, who is proverbial for never making a mistake, and is one of the coolest and most imperturbable of match players.

West Lothian Courier.

The match, which is considered to be the greatest of modern times, is held on all sides to have been honestly lost and won. Smith acknowledges his defeat with a good grace, and bears what undoubtedly is a severe misfortune with becoming manliness and fortitude, conceding without reservation that he had been fairly and honorably beaten by a more skilful opponent. On the part of his supporters there is a magnanimous admission that the best man has won, and that they had underestimated Barker's powers. The popularity of the match has been attested by the large numbers of spectators who attended up till the close of the match, among whom were scores of experts from all parts of England and Scotland. These gentlemen are unanimous in giving credit to the American champion for his skill and ability, as shown in his masterly handling of the openings brought out by the restriction arranged for in the match, and his reputation as a player has risen very considerably. Previously he was regarded as a more or less mechanical player with a good retentive memory for book play, but now he has shown great dexterity in extricating himself from new and difficult positions which proves him to be a cross-board player of the highest order, while his tactics of waiting for his opponent slipping gives him all the advantage of an experienced match player. It is point-

ed out that he has greater opportunities in his professional capacity of meeting with high-class players for practice than Smith could possibly have as a working man devoting only his spare hours to the game, and that a restricted match, such as he had just gone through, was a great undertaking for Smith, who is virtually an amateur, and who has really had no experience whatever in the tactics of important matches.

Sunderland Weekly Echo.

The following remarks, taken from a daily contemporary, state the case very pithily:—"It will, we think, be admitted frankly by all lovers of the game that Barker's superiority to his English opponent has been clearly established. The match was so arranged as to bring successively into operation all the favorite recognized openings and modes of play, and the moves of the American were very fairly distributed over the board. No the less, however, did he excel in the clever fashion in which he several times extricated himself from difficult, and, as it seemed, hopeless positions, and forced a draw when a lost game seemed to be imminent. On the other hand, Smith more than once conspicuously failed where extrication was possible, and, in general, it must said, exhibited an inferior kind of strategy and *finesse* to that of his opponent. The match has been fairly played, and there is not the slightest doubt the better man has won."

Aberdeen Free Press.

Thus ends a match which has evoked more interest than any other draughts contest of recent times. The players have acquitted themselves well. The defeat of the English champion may be attributed to the high-class practice the American gets as a professional player as compared with the personal and friendly analyses which Smith had in great measure to depend upon. Smith was at his work as usual up to the date for starting play, and there is no one in Spennymoor with whom he can get the hard practice absolutely necessary for a match of the kind. His friends, Gardner, of Leeds, and Richmond, of Whitburn—two of the best

players in England—did all they could in the way of coaching and analysing during the match, but that could not make up for the want of first-class 'cross-board practice, especially in meeting such a player as Barker. The American champion has greatly raised his reputation by the masterful manner he played all through the match. Draught players did not give him credit for the ability and skill he has shown he possesses, and were inclined to rank him as a "book" player with a good memory and an aptitude for the game. But that opinion must now be cast aside. The games show that he is a splendid "cross-board" player, and that a match between him and Wyllie, the veteran "Herd Laddie," for the championship of the world would prove a close affair, and the most interesting contest of modern times. Such a match may be looked for in the near future.

New Castle Weekly Chronicle.

The match has concluded with a result anticipated from the first few days by many who witnessed the play, and although the Englishman's friends appeared confident there was little in the way of betting. When Barker reached his five wins to Smith's one, with seventeen draws and only a few more games to play, it was evident that unless Smith won nearly all the rest the victory would rest with Barker. Smith acknowledges his defeat with good grace, and admits the best player has won; and Barker shows no undue elation over his victory. Barker it is understood, will shortly issue a challenge to Wyllie, the celebrated "Herd Laddie," who is at present making a tour through Australia, to play a match for the Championship of the world. Barker may be congratulated upon the results. He has won golden opinions from all, and although some became impatient at him occasionally taking his full five minutes over a move, the same was done on both sides. We are sorry for Smith, who has proved himself a good hand; but the less said of condolence the better.

Northern Leader.

CHAMPION SMITH'S COLUMN.

WELL DONE, SPENNYMOOR.—The gate money taken at the recent International

match amounted to £37 1s., which, we are given to understand, beats all previous records.

Our draughts editor is a little indisposed, which will account for the non-appearance of solutions to positions and other interesting matter. Mr. Smith hopes to "come up smiling" in time for our next issue.

The Leeds Mercury Supplement.

We clip the following from Frank Dunne's answers to correspondents in the Mercury Supplement.

C. HEFTER.—Yours of the 27th ult. received. Barker has had even an easier victory than you predicted. The "Union Jack" is trampled in the mire, and the "Stars and Stripes" flaunt proudly before the eyes of the whole civilized (draughts) world. Will write you in reference to tourney and other topics.

W. J. WRAY.—Your forebodings proved, alas! too true. The gallant hero struggled bravely but unavailingly to the last. "Defeated but not disheartened," however, is his motto, and he may yet hope to wear the laurel wreath of victory. Comment is unnecessary.

CHESS AND CHECKER CLUB.

The Chicago Chess and Checker Club enjoyed a very pleasant banquet at the Leland Hotel, Saturday, February 2. It was given in honor of Mr. James P. Reed, late of Pittsburgh, who came to Chicago, Thursday, to make this his permanent home. Mr. Reed is known as the champion blind-fold checker player of the world, and when the banquet proper was concluded last evening, he gave an exhibition of his marvelous powers as a blind-fold player. He then played against the five best players of the club. These five gentlemen were S. B. Leonard, Dr. J. E. Chambers, James McMenamin, E. W. Crowell and John T. Denvir. Mr. Reed is said to be the only player in America who has ever attempted this feat. It was interesting to note the rapidity with which he announced his moves when those of his opponents were told to him. The games resulted as follows: Mr. Reed beat

Messrs. Leonard and Chambers, he lost to Mr. McMenamin, while the games with Messrs. Crowell and Denvir were drawn.

The following was a "Fife" opening and is the game played with Mr. Denvir, being one of the five simultaneous games:

DENVIR'S MOVE.

11-15	25 22	5- 9	28 19	19-26
23 19	14-18	24 20	11-15	31 22
9-14	23 14	15-24	30 26	10-15
22 17	9-25	28 19	15-24	9 5
5- 9	29 22	9-14	26 22	6- 9
26 23	3- 8	20 11	12-16	13 6
8-11	22 17	8-24	22 18	2- 9
17 13	11-16	32 28	16-19	5 1
1- 5	27 23	7-11	18 9	Drawn.

The gentlemen present were:

Harvey L. Hopkins,	H. D. Ward,
Charles Hefter,	John T. Denvir,
S. B. Leonard,	W. M. Inmen,
J. E. Chambers,	E. W. Crowell,
H. W. Brackett,	T. Y. Kayne,
P. S. Allen,	Wm. Nunnemaker,
W. D. Orcutt,	George W. Selleck,
Julius Cohnfield,	George A. Black,
T. Ligare,	T. S. Blair,
James McMenamin,	H. D. Paul.

—*Inter Ocean.*

ITEMS OF INTEREST.

W. B. Brown and W. H. Tyson, of Big Run, Pa., will contest a friendly match of twenty games for the championship of Central Pennsylvania, commencing February 19.

The American Checker Review is remarkable for its beautiful typography, the interesting nature of its contents, the punctuality of its appearance, and the great critical acumen of its editors.—*Newcastle Weekly Chronicle.*

THE AMERICAN CHECKER REVIEW.—Nos. 18 and 19 of this first class checker paper are now in the hands of subscribers, who cannot fail to be pleased at the beautiful matter placed before them.—*North-ern Leader.*

On invitation of the players of Columbian, Ohio, Mr. Reed stopped off there for several days on his way to Chicago, and made it interesting for the players of that place. His score including blind-fold play was: Reed, 76; Others, 2; Drawn 6.

GAMES.

GAME NO. 118—CROSS.

Played by correspondence between G. W. Fleming, Lanark, Ill., and H. S. Wood, Moline, Ill.

FLEMING'S MOVE.

11-15	15 8	12-16	29 25
23 18	7-11	22 18	3- 8
8-11	17 10	16-20	25 21
27 23	6-31	18 14	8-12
10-14	8 4	9-18	21 17
23 19	11-16	15 22	12-16
14-23	4 8	1- 6	17 13
19 10	20-24	22 26	10-15
7-14	28 19	24-19	13 9
26 19	16-23	26 22	15-19
11-16	8 11	6-10	22 25
19 15	31-27	21 17	23-27
16-20	11 15	19-24	32 23
24 19	27-24	22 18	19-26
4- 8	15 11	13-22	30 23
31 27	9-13	18 25	31-26
2- 7	25 22	24-27	23 18
22 17	5- 9	25 22	26-22
8-11 <i>a</i>	11 15	27-31	B. wins.

(a) The unexpected. Mr. Wood, however, made a gallant though unsuccessful fight.

GAME NO. 119—GLASGOW.

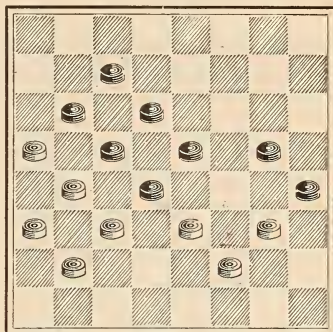
By M. E. Pomeroy, Sidney Centre, N. Y.

11-15	3- 7	14-18	2- 7
23 19	11 8†	29 25	30 26
8-11	4-11	12-16	7-11
22 17	28 24	20 11	26 22 <i>c</i>
11-16	11-15	7-16	11-16 <i>b</i>
24 20	24 20	22 17	32 28
16-23	9-14	9-14	1- 5
27 11	25 22	31 27	28 24
7-16	5- 9	16-20	5- 9 <i>a</i>
20 11	17 13	26 23	

†This move loses according to McCulloch's "Anderson's;" I think it draws, however.

(a) It is now left as a B. win, the position being:

BLACK.



WHITE.

White to move.

Continue as follows:

23 19*	15-24	17 1	32-27
16-32	22 15	9-14	1 6
24 19	10-19	25 22	Drawn.

(b) Mr. Hefter thinks Black misses a neat win here by 20-24, 27 20, 18-27, 32 23, 1 5.

(c) Also that White can restore the draw by 32 28 here.

Solutions.

No. 217.

24 20	16 11	2 7	6 2
16-19	27-31	10-15	20-16
5 9	11 7	7 10	14 17
8-11	31-26	18-23	16-20
9 6	7 2	9 14	17 22
11-15	26-22	23-27	20-24
21 17	17 13	13 9	2 7
19-24	22-18	27-24	
20 16	6 9	9 6	
24-27	15-19	24-20	W. wins.

No. 218.

3- 7 <i>a</i>	8 3	30-25	8 3 <i>b</i>
12 8	26-30	14 18	7-11
23-26	3 8	10- 6*	B. wins.

(a) This corrects Problem No. 210, by Mr. Joseph Maize.

(b) If 17 14; then 6 10 wins.

No. 219.

27 23	23 16	30 23	6 2
11-16	12-19	20-24	27-31
20 24	26 23	9 6	2 7
16-20	19-26	24-27	31-27
			W. wins.

No. 220.

This problem was suggested by Mr. Sheean's "heart" position and is also very neat.

22 17	14 5	1 6*	24 15
27-23	6-10	15-22	11-18
17 14	5 1	6 10*	10 15
23-16	10-15	16-19	Drawn.

No. 221.

26 22	30 25	29 25	22 17
8-15	21-30	30-21	W. wins.

No. 222.

22 17	29 22	17 14	18 15
14-18	2-7	11-16	9-18
25 22	22 18	21 17	17 14
18-25	7-11	16-19	Drawn.

No. 223.

1 5	23-16	7 2	3-10
9-14	30 26	30-23	5 9
16 19	21-30	10 7	W. wins.

No. 224.

6 9	13-22	25 22	24-19
28-19	14-23	10-14	26 30
10 6	22-26	30 26	19-15
1-10	23 30	31-27	30 25
31 26	3-7	26 30	
22-31	29 25	27-24	
9 14	7-10	30 26	Drawn.

Corrections.

Game No. 100.

This game was reproduced in the *Northern Leader* as Game No. 728. Note "a," Page 228, brought forth the following: Game No. 728.—Mr. J. L. Richmond (Marsden) writes—Kindly allow me a small space to reply to note "a" of Game No. 728. Mr. Reed says almost every player in Europe tried to show him how Mr. Campbell should have won. He then

complains that I gave him no credit for the draw. Certainly not, because he never showed one. On his first visit to Shields I played the ending with him three times "across board" with the result that I won twice with Blacks and Mr. Reed drew once. The draw secured by Mr. Reed was on the 26 22 line, which Mr. Dunne afterward proved to be a Black win. I then discovered the correct draw, and contributed it to the *Leeds Express* as a problem.

Game No. 111.

Mr. W. C. Belden writes that at the thirty-ninth move the position is B., 3, 7, 8, 13, 18, 25; W., 9, 19, 20, 21, 27, 30. For 7 10 or 25 29, which seem to lose, play

8-11	2 6	25-29	8 3
9 6 (1)	29-25	10 17	11-16
11-15	20 16	13-22	3 7
19 10	25-22	21 17	16-19
7-14	16 12 a	3-7	7 10
6 2	22-25	12 8	19-23
25-29	6 10	7-11	Drawn.

(1)

19 15 b	3-12	6 2	15-19
25-29	9 6	11-15	7 10
15 8	7-11	2 7	18-22

(a) If 6 9; then 22-25, 27 24, 25-22, 16 11, 14 17 draws, and if 16 11 or 6 10, then 14-17 draws.

(b) 19 16, 11-15 draws.

Same game, trunk at fifty-third move, for 10-14, play 15-19, 2 6, 10-15, 6 10, 25-29, 10 14, 29-25 drawn.

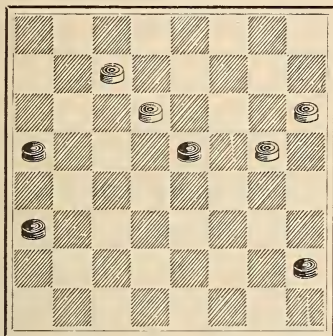
Problem No. 74.

Our readers will doubtless remember the muddle resulting from the loss of Mr. Tescheleit's solution to Problem No. 74, as explained on Page 151, No. 13. To make matters still worse, Mr. J. W. Dawson, South Shields, shows a draw in our second solution by continuing variation 1, 10 6*. This brought forth the following reply from our London contributor, which we take pleasure in publishing:

The author of this position (Mr. F. Tescheleit, of London) writes:—I beg to remind Mr. Dawson that in correcting Position No. 74 in the *AMERICAN CHECKER REVIEW* he is not correcting my play

at all. I sent my correct play to the REVIEW, and it was mislaid by Mr. Hefter, who substituted a solution of his own, which was afterward corrected in the REVIEW. Mr. Hefter requested Mr. Dunne (adjudicator) to credit me with a perfect solution. The following is my original play sent to the REVIEW, and I shall feel obliged if Mr. Hefter will kindly reproduce it in his magazine. Position:

WHITE.



BLACK.

Black to move and win.

18-22	24-27	26-22	31-27
23 18	18 14 (2)	2 7	2 6
22-26	22-25	12-16	27-23
27 23	14 10 (3)	7 11	6 2
26-31	25-21	16-20	23-19
18 15	17 14	11 7	2 6
31-26	21-17	20-24	19-16
23 18	15 11	7 2	6 2
26-22	27-31	24-27	16-11
17 13 (1)	11 7	2 7	13 9
20-24	31-26	27-31	22-18
21 17	7 2	7 2	B. wins.

(1)

17 14	14 10	10 7	7 2
20-24	24-27	27-31	31-26
			B. wins.

(2)

17 14	14 10	18 14	15 11
27-31	31-26	22-17	26-22
			Same as Trunk.

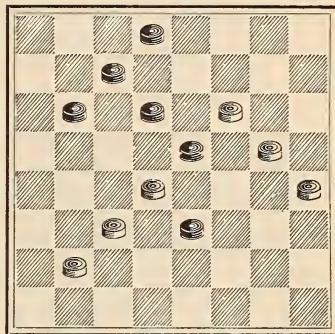
(3)

15 11	31-26	2 6	22-18
27-31	7 2	26-22	13 9
11 7	25-21	6 10	12-22
			B. wins.

A Problem Teaser.

The following position was originally published in the Woonsocket *Reporter* by the well-known problemist, L. M. Stearns:

BLACK.



WHITE.

White move and win.

Our readers will please notice that the pieces form the letters T F and the problem was respectfully dedicated to Mr. Thomas Finn, Montreal, whose draughts compositions were greatly admired by Mr. Stearns. The author, however, had cause subsequently to doubt the correctness of his original solution, and the problem reappeared in the Pittsburgh *Life* as white to move and black to draw, from whence it was in turn published in Mr. Kear's *Quarterly Review* with the following solution:

11 7	23-26	16 12	27-31
2-11	7 2 b	25-21	10 14
16 7	26-30	9 14	31-26
15-19	2 9	24-27	14 17
22 17 a	30-25	14 7	26-30
9-13	20 16 c, d	21-23	
25 22	19-24	7 10	Drawn.

Notes by Mr. Stearns.

(a) Forms Position No. 71 in Pittsburgh *Life*.

(b) 7 3 leads to a pretty draw.

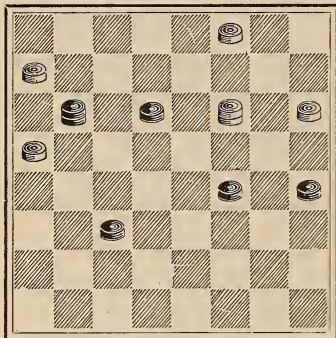
(c) 9 6 draws easily.

(d) It seems almost impossible that anything should have escaped Mr. Stearns' problematical eye after such repeated overhauling of this little problem; nevertheless "Jabberwalk," in Problem No. 82 of the Leeds *Express*, draws attention to a very pretty win here by 18 15*, 25-11, 9 14, restoring the original conditions of the problem.

Game No. 106.

After noting the similarity of Mr. Sweeney's play in No. 20 and Mr. Lee's play in the *Turf* of December 21, which was merely a coincidence, Mr. Wm. Rees, the Emporia expert, is pleased to offer the following play to sustain the draw. At end of variation 1, the position is

WHITE.



BLACK.

Black to move.

Continue as follows:

24-19*	30 25	11-16	21 17
22 18	31-26	20 11	25-21
23-27	28 24	15- 8	17 14
18 9	26 30	24 19	7- 2
27-31	25 22 (1)	8- 3	
9 14 (2)	30-25	19 15	
19-15	14 18	3- 7	Drawn.

(1)

14 9	18-23	16 11	30-26
15-18	19 16	15-18	
24 19	11-15	9 14	Drawn.

(2)

9 6 (3)	6 10	10 7	7 3
31-27	27-23	19-16	16-12
		B. for choice.	

(3)

30 25	10- 7	19 16	22-26
19-15	14 18	11-15	9 6
25 22 (4)	7-11	16 12	26-31
15-10	17 14	15-11	6 2
28 24	13-17	14 9	14-10
11-15	22 13	23-18	5 1
21 17	15-22	9 5	31-26
31-27	24 19	18-14	2 6
9 14	27-23	13 9	10-14
			Drawn.

(4)

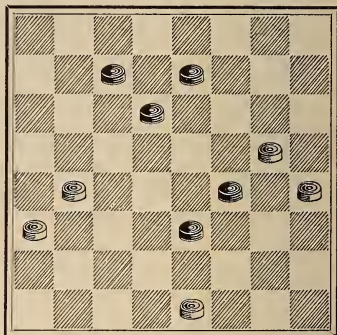
9 6	11-15	7 11	26-23
15-18	2 7	31-26	
6 2	15-19	11 16	Drawn.

Mr. Sweeney thinks this fine draw can be avoided by 27 24 for 10 7 at the second move of variation 1, what say the "cullud troops?"

Game No. 107.

Mr. Jos. Maize says that in variation 2, thirty-seventh move, the position being as follows:

BLACK.



WHITE.

for 16 12, which only draws, play

16 11*a	9-14	3 7*	14-18
7-16	11 8*	28-32	7 10
20 11	19-24 (1)	7 2*	15-19
6- 9 (2)	8 3*	10-15	10 15
17 13	24-28	2 7	W. wins.

(1)

10-15	31 24	15-19	10 15
8 3	19-28	7 10	
23-27	3 7	14-18	W. wins.

(2)

10-15	19-28	32-27	10-17
17 14	11 8	3 7	11 18
23-27	28-32	6-10	
31 24	8 3	7 11	W. wins.

(a) This corrects Mr. Lees and sustains Mr. Maize in Game No. 80.

Game No. 98.

Mr. D. C. Calvert writes: Mr. Connell's correction of Bowen's "Fife" was anticipated in the *International Draughts Magazine*, page 23, by J. Kylson.

THE
American Checker Review,

A Semi-Monthly Magazine Devoted to the Interests of Checker Players.

VOL. I.

CHICAGO, FEB. 16, 1889.

No. 24.

BARKER TO GARDNER.

LIVERPOOL, Jan. 19, 1889.

Draughts Editor Leeds Express:

DEAR SIR:—My attention has been called to the suggestion which appears in your paper of to-day on the subject of a contest with Mr. Gardner. I am indebted to some few of your representative checkers for an invitation to Leeds; but the conditions on which I would be required to engage in exhibition play were such as I could not agree to; therefore, it will be impossible for me to meet Mr. Gardner in that capacity. I may, however, be permitted to point out the absurdity of Mr. Gardner's proposal. He would have me join issue with him not in a test of our relative abilities, but in the test of *one* opening, and an opening, too, of a nature not the best calculated to bring out the fine points of the game. I would be sorry to place any obstacle in the way of a match; indeed, an encounter with your talented townsman would have been a gratifying incident in connection with my visit to this country, and, consequently, had he thought well to agree with me on the question of stakes (£25 a side), I should have been very willing to forego any objection I might entertain to any restriction, however absurd. I would point out that my reputation has been acquired in contests for hundreds of pounds, and it is somewhat unreasonable to ask me to risk it for a few shillings, and for the amusement of Mr. Gardner's partisans.

With the business engagements of players I have, of course, no concern, but there is something really funny in those of Mr. Gardner preventing his playing for a stake proper, and yet at the same time affording him leisure for a match in which he would have nothing to lose and everything to gain.

Yours respectfully,

CHAS. F. BARKER.

VOLUME ONE.

This number closes the first volume of the REVIEW. We know that our friends will all rejoice with us that we have successfully completed the undertaking which a year ago was looked upon by the most experienced checker editors as a hazardous one. We were strong in the faith that a really first class magazine would receive the support of the lovers of the game, and while we believe a great many have held aloof to see what we would make of it, we trust every checker player, and those who wish to see this noble game elevated and receive the attention its merits deserve, will hesitate no longer but lend a helping hand and enable us to make it a greater success than we ever dared prophesy for it.

We are now prepared to supply copies of Volume 1, handsomely bound in cloth, complete, with a systematic index, for \$2.00, making, without doubt the cheapest and most elaborate work ever published. It will contain 231 problems and 124 games besides a good many articles of general interest, and should be in the hands of every checker player.

AMERICAN CHECKER REVIEW.

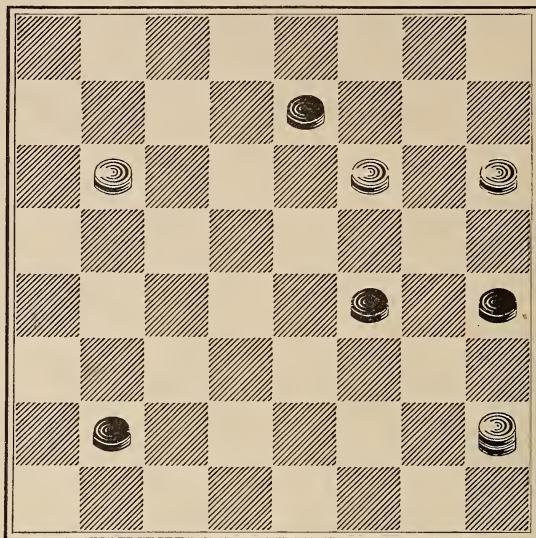
This prince of draughts magazines is now approaching the end of its first volume. It is undoubtedly the finest magazine that draughts players have ever possessed. The games and problems are by leading players on both sides of the Atlantic, and are splendid specimens of draughts strategy. The paper and printing are everything that the most fastidious taste can desire. It will be a heavy loss if the magazine is allowed to stop publication.—*Leeds Weekly Express.*

Mr. Reed is willing to play Barker a match in Chicago of 28 games for \$250 a side and the championship of America; Barker to be allowed \$50 for expenses.

PROBLEM NO. 225.

By R. A. GURLEY, DENVER, COLORADO.

WHITE.



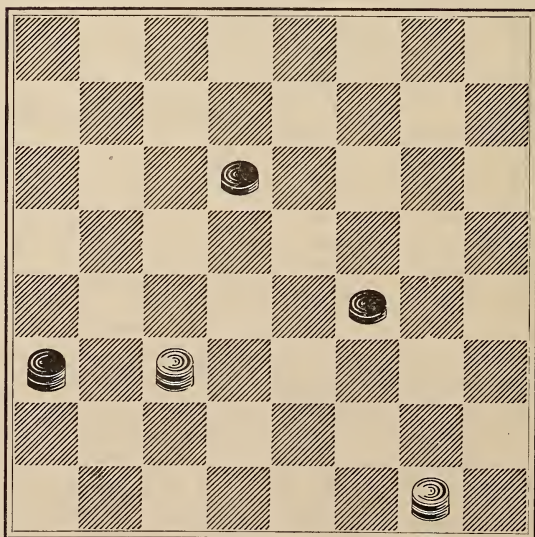
BLACK.

Black to move and draw.

PROBLEM NO. 226.

By W. A. FARRELL, COCHECTON, N. Y.

BLACK.



WHITE.

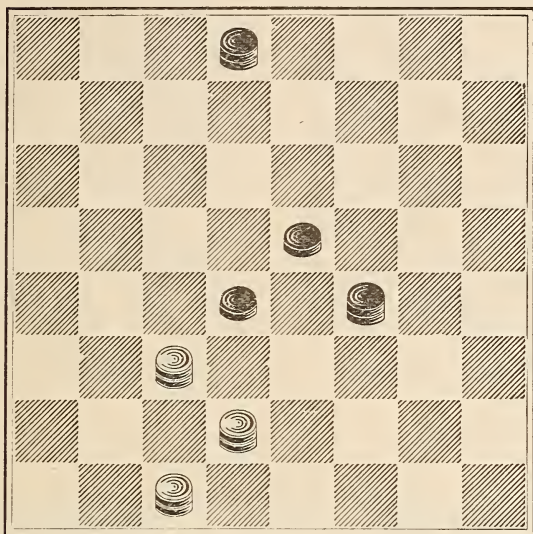
White to move and draw.

PROBLEM NO. 227.

BY JAS. P. REED, GAME EDITOR.

An End Game between Jas. P. Reed and Jos. Maize.

WHITE.



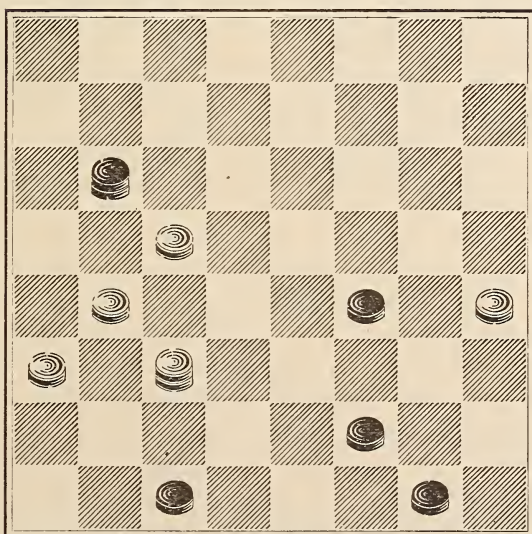
BLACK.

Black to move and win.

PROBLEM NO. 228.

BY HENRY SHAW, MONTREAL, CANADA.

BLACK.



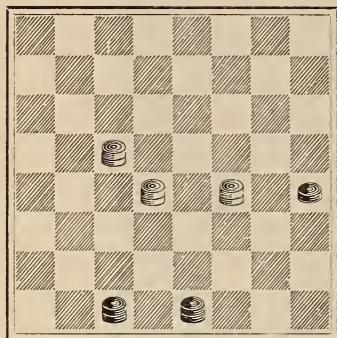
WHITE.

White to move and draw.

PROBLEM NO. 229.

By John Clayson, Payson, Utah.

BLACK.



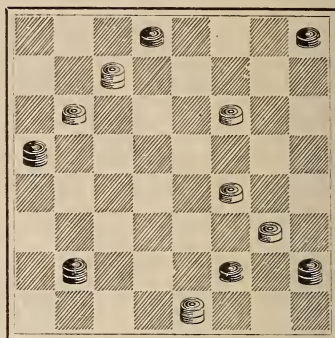
WHITE.

White to move and win.

PROBLEM NO. 230.

By G. W. Hanson, Akron, Ohio.

BLACK.



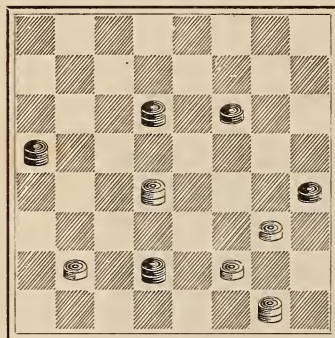
WHITE.

White to move and win.

PROBLEM NO. 231.

By L. S. Head, Albany, N. Y.

BLACK.



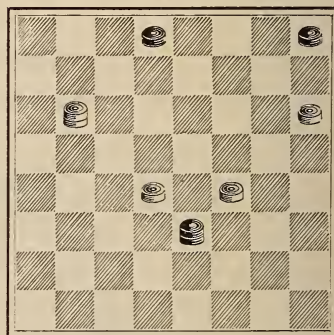
WHITE.

White to move and win.

PROBLEM NO. 232.

E. W. Spiller, Brooklyn, N. Y.

BLACK.



WHITE.

White to move and Black to draw.

**PROBLEMS FOR BEGINNERS
AND STUDENTS.**

Problem No. 229—Mr. Clayson is a late contributor; his problem is quite neat and we hope to hear from him often in Vol. 2.

Problem No. 230—Mr. Hanson's problems are always good, but No. 229 is far above the average stroke.

Can you solve it?

Problem No. 231.—Mr. Head is also new to our problem list. We trust to hear from him quite often hereafter.

Problem No. 232—Mr. Spiller needs no introduction to our readers. He writes, "better late than never," and promises to be a regular contributor.

Solutions.

No. 211 and 212.

The list of solvers of these problems is so large that we must refrain from giving the names. After a long examination and sharp comparison we have decided to award the prize—a Gould's "Problem Book"—to Mr. M. E. Pomeroy, Sidney, N. Y., and desire to congratulate him upon his success. We commend his solution to the careful perusal of our readers.

24 20*(7) <i>d</i>	10-15 <i>b</i>	16 12*(1)	23-18
32-27 (4)	20 16*(3)	15-10	12 8
12 8* <i>c</i>	27-23 (<i>a</i>)	8 11	Drawn.

(1)

16 11 (2)	23-19	8 4	10-15
15-10	11 8	16-12	8 4
8 3	19-16	4 8	B.wins.

(2)

8 12	16 11	11 8	8 4
15-10	23-19	10- 7	7- 3

B. wins.

(*a*) If 27-24; 16 12* draws, but 16 11 would lose, similar to var. 1.

(3)

8 12	15-19	20 16	14-10
27-23	16 12	18-14	
12 16	23-18	16 11	B. wins.

(*b*) If 27-23 or 27-24; then 8 11* draws.

(*c*) If 12 16; then 10-15, 16 12, 27-23 wins.
If 20 16; then 27-23, 12 8, 23-19 wins.

(4)

10- 7 (5)	7- 3	32-27	
12 8*	8 11	11 15	Drawn.

(5)

32-28 (6)	10-15	28-24	
12 8*	20 16*	16 12*	Drawn.

(6)

10-15	15-10	10-15	
20 16	12 8	16 12	Drawn.

(7)

12 16 (8)	32-27	24 20	10-15
			B. wins.

(8)

24 17	19 16	16 12	
32-27	27-24	24-19	B. wins.

(*d*) 12 8 forms Problem No. 212, solved as follows:

10-15* <i>e</i>	20 16	15-11*	8 12
24 20 <i>f</i>	27-23	8 4	23-19
15-19*	16 11	11- 7*	4 8
8 12	19-15*(9)	12 8	19-15
32-27	11 8 <i>g</i>	7- 3*	B. wins.

(*e*) If 22-27; then 24 20* draws.

If 32-28; then 24 20* draws.

(*f*) If 8 12; then 32 27 wins.

(*g*) If 12 8; then 15 10 wins.

If 11 7; then 23 19 wins.

(9)

23-18	8 4*	10- 7	3 8*
11 8*	15-10	8 3*	19-16
18-15	12 8*	7-10	8 12*
			Drawn.

No. 225.

26-31*	26-17	21-25*	25-30
24 20 (1)	9 14	18 23	7 3
8-11*	17-21*	25-21*	21-17*
5 9	14 18	23 19	3 7
14-17	13-17*	11-15*	17-14
21 14	18 23	19 23	
31-26	17-22*	21-25	
14 10	23 18	10 7	Drawn.

(1)

24 19	19 16 (2)	16 12	12 3
31-27*	27-32*	14-17*	23-26
			Drawn.

(2)

5 9	13-17	22 13	27-24
			Drawn.

No. 226.

22 18	22 26	32 27*	31 27
19-24	14-18	24-28	22-26
18 22	26 31	27 32	27 31
10-15	21-25	18-22	Drawn.

No. 227.

31-26*	18-23	14- 7	26-30
11 16	7 10	3 19	B. wins.

No. 228.

12 8*	11 7	7 2	2 11
3-12	24-15	12-19	Drawn.

No. 229.

18 22	26-30	23 27	30-26
30-26	19 23	24-28	17 13
14 17	20-24	27 32	W. wins.

No. 230.

11 8	13-15	31 8	2-11
4-11	19 10	25-22	8 15
6 10	28-19	10 7	W. wins.

No. 231.

25 22	27 23	18 22	32 14
26-17	20-27	17-19	W. wins.

No. 232.

18 14	11-16	14 10	27-23*
23-16	10 6	19-23*	12 8
14 10	2- 9	10 15	23-18*
16-11	5 14	23-27*	
9 5	16-19	15 11	Drawn.

The American Checker Review,

A SEMI-MONTHLY MAGAZINE DEVOTED EXCLUSIVELY TO DRAUGHTS.

JAMES P. REED AND CHARLES HEFTER,
EDITORS.

E. T. BAKER, BUSINESS MANAGER.

PERCY ROBERTS, PUBLISHER.

CHICAGO, FEBRUARY 16, 1889.

BARKER'S RETURN.

We clip the following from the Glasgow *Weekly Herald* of January 26:

LIVERPOOL, JANUARY 19, 1889.

SIR—I observe from your paper of to-day that the friends of Mr. Bryden had determined on a response to the general challenge which I threw out previous to my sailing from America; and it would further appear that Mr. Gourlay, acting on their behalf, had transmitted that acceptance to me. Probably owing to the uncertainty of my movements, Mr. Gourlay's letter has not yet come to hand.

It would have given me great pleasure; the meeting of a Scottish player occupying so representative a position as Mr. Bryden, but I regret to say the terms are such as I cannot accept. To delay the match six weeks from the signing of articles would mean that I should be under the expense of a two months' stay in this country; and as the checker players of Great Britain have not thought well to extend invitations for exhibition play in the meantime, there is no other course open to me but an immediate departure for home.

As stated in my original letter to the press, I had arranged in any case to stay a fortnight on the conclusion of the Spennymoor contest; and I think I made it clear that any proposal for an off-hand match would be immediately acceded to. The only authoritative communication that reached me, however, was one from a gentleman acting on behalf of Mr. Campbell, who, it would seem, desired a match for a stake of £20 a-side. To that communication I duly replied, acquiescing in the arrangements suggested, except as regards the stake, which I asked should be augmented by £5. The negotiations, however, were not for some reason or other continued, and naturally, I concluded that the matter had fallen through, and as I have said, the *Weekly Herald* of to-day is the first intimation I received of the projected match with Mr. Bryden.

In conclusion, you will perhaps permit me to tender an expression of my appreciation and thanks for the uniform kindness and courtesy I have received at the hands of the checker-playing community; and while expressing regret at my inability to meet Scotland's representative, I sincerely hope my excuse will not be deemed insufficient in the circumstances. I am, &c.,

CHAS. F. BARKER.

Although dated Saturday, Barker did not post his letter till late on Monday night. It was received in Glasgow on

Tuesday forenoon, when we at once telegraphed to the American champion to delay sailing, if possible, and sent a letter stating he was sure of three or four matches if he stayed. He got the letter on Wednesday morning and telegraphed the following reply:

Sailing to-day by "City of Berlin." Can't cancel passages.

Previous to leaving Spennymoor, moreover, on the 19th inst., Barker was aware of the nature of Bryden's acceptance. Mr. Riley, of Spennymoor Railway Hotel, writing in reply to an inquiry as to whether Barker got the acceptance, says:

He (Barker) told me before he went to London that he would not play anyone for £25 a side in six weeks, as it would take £20 to keep him and his brother—it was not like being at home.

A keen feeling of disappointment will be experienced amongst draughts players at the departure of Barker without trying conclusions with the four players mentioned; and it will forcibly remind the public of his equally sudden return home on the conclusion of his match with Martins this time last year.

* * *

The *West Lothian Courier* has this to say:

Once more Barker has given the slip to the players of this country, who are much chagrined at getting so little for their money. It was expected on all hands that Barker would have given away a little as to terms in order to get on engagements with the principal clubs of England and Scotland until subscription matches could be arranged, but this does not appear to be his policy.

We are not inclined to blame Barker altogether. Certainly the dictatorial style he assumes of "you must take what I offer you or want" is not suited to Scotch notions, and we took occasion to remark when he issued his famous manifesto that it was not likely to lead to much in the way of business. This has proved to be the case, for beyond a single engagement in London, we have not heard that he has had any profitable employment for his time since the conclusion of the match at Spennymoor. That being so, the American champion could not be expected to hang on for a couple of months on the ex-

pectation of a match. In our opinion the Scottish players can blame no one but themselves. Had they responded frankly three weeks ago, when we invited subscriptions to back Campbell, his match would have been commenced by this time. Instead of that, they hung back; not only that, but they divided their strength and a section preferred to bring forward Bryden, although they knew he was out of play, and, according to their own admission, would take six weeks to get into form. This was simply a frittering away of opportunity, when Campbell was ready for immediate play; and in the usually fine form which he shows at present we feel more than ever convinced that he would have compelled the American to lower his colors. With regard to the £20 offer the explanation is very simple. Mr. Isaiah Barker was written to regarding the terms upon which a match could be arranged. In doing so the writer mentioned £20 with a view to expedite matters, as although that amount was not fully subscribed it was seen that it could be made up, and a match proceeded with at once. When Mr. Barker replied insisting on the additional £5, there was no use in holding further communication until it was ascertained that the required amount could be raised. Up to this date the full sum has not been subscribed, principally in consequence of the later proposal for the Bryden match, and although in the course of a week or two we have no doubt the whole money would have been forthcoming, it is unreasonable to expect that the American champion was to sit looking at his fingers until such time as the Scotch players with more than their proverbial caution put down the required sum.

It is evident that once more Barker has secured a victory in tactics as well as play. It is just a pity that an unpleasant impression will be left on the minds of Scottish draughts players. It will be a considerable time before the players of this country subscribe again to bring Barker over, seeing his visits are of so little practical use, and unless the "Herd Laddie" brings him over to play the inevitable match for the world's championship, which must now follow, there will be no more matches for Barker here.

After noting Barker's departure the *Pollokshaws News* continues as follows:

The last two lines of our column last week read: "It is very doubtful if Barker will remain long enough in this country to play Bryden." It is a certainty that Barker won't come back to this country for less than £20 expenses and £100 a-side match; so the only thing for the experts of this country who are intending to play Barker, would be a \$50 or \$125 sweepstake for the championship of Great Britain. We think a suitable trophy would be subscribed for, to be held by the winner; this would also dispel the idea of Barker claiming the championship of Great Britain. A sweepstake between Bryden, Smith, Richmond, Ferrie, Gardner, Campbell, Reid, &c., would be very interesting, and would let everybody know who were the best players in this country. We trust that some of our able countrymen will take this matter up, and get it brought to a head. We understand that Bryden is willing to enter such a contest. There will be a few calling Barker hard names for going away so suddenly, but we suppose that he knows his own business best.

* * *

The *Sunderland Weekly Echo* prepared its copy prior to and after the champion's departure, and we think editor Parker's complete remarks will prove of especial interest to all our readers.

Now that the American champion is again amongst us our British players appear to be willing to play only upon their own terms, the result being no end of ridiculous "restrictions." If they want a test of manipulative skill quite free from "beaten tracks," why not play with eleven men or ten men each. The whole thing is a farce; if two men wish to test their respective merits they should be left free to play what they like, so that they may introduce their "trump cards" as often as possible. Wilful repetitions of entire games can easily be provided against, and an alteration in the time regulations, such as we recently foreshadowed would leave little to be desired. Barker has proved himself to be a splendid cross-board player, and can afford to decline to be dictated to by every budding champion as to the mode of opening. Do our "re-

strictive" champions desire the general public to believe that the possible combinations on the draughts board are on the point of being exhausted? We hope not, for as a matter of fact no brain could contain a tithe of the possible combinations arising from any one opening. That being so, why try to force restrictive conditions on the American? Is it for the bare chance of scoring an odd win against him on some weak line of play?

Whilst on the point of closing our column for the week we learn with surprise that Champion Barker and his brother Isaiah were to sail from Liverpool homeward on the 23rd inst.

This will be a disappointment to many, but we must patiently await a full explanation of his sudden departure, which will doubtless be forthcoming later on. With regard to the Bryden match, Barker says he could not afford to wait six weeks after signing articles. In his letter of Nov. 19, 1888, to the players of Great Britain, he wrote as follows:

I desire to state that I am now placed in a position where my time is my own, and after my match with Smith it is at the disposal of checker clubs and associations throughout Great Britain.

This naturally gave the impression that his stay on this occasion would be a prolonged one. His letter further on, however qualifies this as follows. After referring to several British players by name, he says:

I will play them each matches of 20 games for not less than £25 a-side, said matches to take place, commencing (one of them at least, we suppose) two weeks after my match with Smith. I write this in order to give due notice and plenty of time for them to get ready. If I do not succeed in getting engagements or matches I will return home as suddenly as I did before, for I do not intend to stay in Great Britain at my own expense.

Possibly the foregoing may explain all. No one has got ready to commence play within two weeks of the Smith match; all who are proposing to play are wanting time now for preparation, or are introducing vexatious restrictions and conditions, and therefore Barker is off as promised. It is a pity that one of our players was not ready in accordance with Barker's letter, for we might then have had him for a lengthened stay, and the opportunity of measuring his strength against several of our experts. We think he might have given say a week's notice of his intention to depart, with a view to getting probable matches fixed for a reasonable date. He

could not, of course, be expected to waste time and money waiting a few weeks of each opponent getting ready; but he might have given them a chance of making up their minds to attack him in a somewhat rapid succession.

.

The next item of importance is from the *Turf, Field and Farm*, announcing the champion's arrival in New York and giving an account of his stay in England. His kind treatment by the British players; his disappointments at getting on no matches with the many experts of England and Scotland; the failure of the Draught Clubs to offer him entertainment, and his final conclusion to return home.

.

After reading the above, we have no doubt every player in America will feel keenly disappointed. We were exceedingly anxious to have the matches with Bryden, Campbell and Gardner consummated, and had no doubt but our champion would have proved victorious in all the contests, as well as any others that may have been brought about. The *very important item of expenses* seems to have received no consideration from our foreign brethren, who could have entertained Barker at an expense of *only £3 a week*, but instead we find the Leeds and London Clubs refusing him any compensation other than *sixpence a game*. Which, though doubtless munificent remuneration to a professional tourist, who delights in successively playing *strange scrubs*, would simply weary Chas. Francis if indulged in for even a short period.

Then, again, none of the prominent experts challenged nor their partisans seemed to have the remotest idea of doing anything until the Spennymoor match was completely finished. When we find the papers full of *indefinite proposals and restrictions* from the various champions, no heed whatsoever being given to Barker's plain challenge and warning of immediate departure if conditions therein stated were not complied with. We do not think anything will come of the various challenges, but that the players of Europe will now await the return of Wyllie from the Antipodes, when our young champion may expect an immediate challenge.

GAMES.

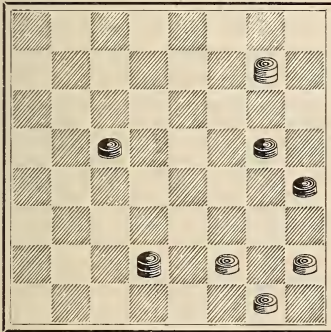
GAME NO. 120—GLASGOW REFUSED.

The following game was played by correspondence between Frank A. Marsh, Milan, O., and Joe B. Pearson, Elmira, N. Y.

MARSH'S MOVE.			
11-15	13 6	10-17	24 6
23 19	2- 9	21 14	22-26
8-11	23 14	7-10	6 2
22 17	9-25	14 7	26-30
9-14	29 22	3-10	2 7
25 22	4- 8	30 26	11-16
11-16	26 23	1- 6	7 11
26 23 a	8-11	26 22	30-26
16-20	22 17	6- 9	11 8
31 26	5- 9	22 18	9-14
6- 9 b	17 14	15-22	
17 13	9-18	19 16	
14-18	23 14	12-19	

Forms the following position:

BLACK.



WHITE.

White to move and win.

28 24*	3 8	11 8*	16 19
26-31	31-26	26-22	20-24
8 12*	8 11	8 12	19 23
16-19 (1)	26-22	22-26	24-27
24 15	11 15	19 16*	23 26
31-24	22-26	26-22	27-24
12 16*	15 18	16 20	26 31
14-18	20-24	22-26	24-20
16 19*	18 14*	20 27	31 27
24-28	26-30	26-31	28-24
15 10	14 10	27 23	18 23
18-22	30-26	31 27	24 31
10 7	10 7	23 18	32 28
22-26	26-22	27-24	
7 3	7 11	12 16	
26-31	22-26	24-20	W. wins.

(1)

14-18	32 28*	18-27	23 18
12 19	26-31 c	19 23	20-27
31- 26 (2)	27 23*	27-32	18 22

W. wins.

(2)

18-22	19 15	25-30	22 18
27 23*	22-25	18-22	
20-27	15 18	30-26	W. wins.

(a) This is weak, if not a loss.

(b) This seems very weak.

(a) This forms position same as C, class No. 1, *National Checker Journal*; also *Turf*, No. 701, by E. Deans.—*J. B. Pearson*.

GAME NO. 121—BRISTOL.

Played at Wilmington, Del., September, 1878, between Messrs. Priest and Reed, for the championship of Pennsylvania.

PRIEST'S MOVE.

11-16	12-19	7-11	26-23
24 20	32 27	26 23	3 7
16-19	11-15	19-26	23-26
23 16	20 16	31 22	7 11
12-19	15-18	11-16	5- 9
22 18 (1)	17 13	27 24	11 18
9-14	10-15	16-19	14-23
18 9	29 25	24 20	22 18 a
5-14	1- 5	18-23	26-22
25 22	26 22	20 16	17 14
8-11	7-11	23-26	10-17
22 17	16 7	16 11	21 5
4- 8	3-10	26-30	22-15
27 23	22 17	11 7	25 21
8-12	2- 7	30-26	15-10
23 16	30 26	7 3	Priest won.

(a) 17 14 would have drawn.

(1)

As played in the 29th game.

21 17	15 8	22 13	25 21
9-13 (2)	4-11	19-23	16-11
27 24	25-22	26 19	17 14
5 9	1 5	15 31	9 18
24-15	32-27	11- 7	2- 9
10-19	2- 7	10-15	15-19
17 14	29 25	7 2	21 17
9-18	7-10	31-27	18-23
22 15	31 26	25 22	17 14
7-11	11-15	27-23	23-27
26 22	20 16	30 25	14 10
11-18	5- 9	23-19	27-31
22 15	16 11	22 17	10 6
8-11	13-17	19-16	Drawn.

15-19
B21

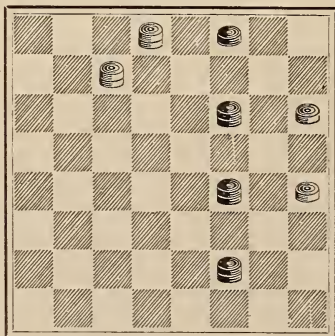
(2)

Priest varied in the 33rd game as follows:

10-15	14 9	27-31	9 5
17 13	5-14	13 9	10-15
9-14	13 9	26-23	5 9
25 21	19-23	9 5	15-18
6-10	26 19	23-19	9 6
27 24	14-17	5 1	27-23
1- 6	9 5	31-27	28 24
32 27	15-18	10 6	18-15
8-12	19 15	19-15	6 1
27 23	10-19	6 2	23-18
4- 8	24 15	15-11	1 6
23 16	17-22	1 6	11-16
12-19	5 1	27-23	24 20
31 27	18-23	6 9	16-11
14-18	27 18	23-19	6 1
20 16	2- 6	9 14	11- 7 <i>b</i>
18-25	1-10	20-24	2 11
29 22	7-23	14 9	15- 8
8-11	15 10	24-27	20 16
16 12	22-26	9 14	8- 4
11-16	30 25	27-31	1 6
22 17	26-31	14 9	18-15
16-20	25 22	31-27	6 2 <i>c</i>
17 14	31-26	9 14	15-10
10-17	22 17	19-15	2 7
21 14	23-27	14 9	10-14
6-10	17 13	15-10	Priest won.

(b) Mr. Priest was evidently a trifle *rusty* on this ending, which is a familiar variation of "Bowen's Twins". We are pleased to give the problem for the benefit of those who like practical end games:

WHITE.



BLACK.

Black to win, by Jas. Wyllie.

White to draw, by R. E. Bowen.

FIRST CONDITION.

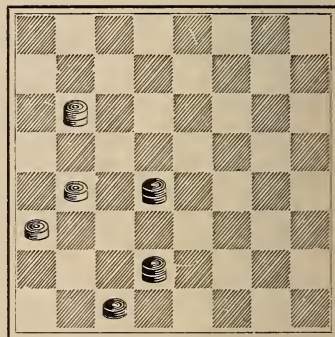
27-23	18-14	23-19	2- 6
6 10	5 1	1 6	14 18
23-18	14- 9	5- 1	7-10
10 6	6 2	6 9	18 23
18-14	13-17	19-15	10-15
6 1	1 5	9 5	23-27
14-17	17-14	11- 7	15-19
1 6	5 1	14 9	27 32
19-23	9- 5	7- 2	19-23
6 9	2 6	9 13	32 28
23-18	14-18	15-11	6-10
2 6	6 10	13 17	28 24
17-13	18-23	3- 7	10-15
9 5	10-14	17 14	B. wins.

SECOND CONDITION

6 10	1 6	6 10	9 6
27-23	18-22	11- 7	17 14
10 6	6 9	10 6	20 16
19-15	22-17	19-15	11-20
6 1	2 6	6 2	6 10
15-18	23-19	7-11	Drawn.

(c) Mr. Reed loses quite easily here, failing to see that he had a draw in hand, by the celebrated "McIntosh Problem," which being equally as practicable as the above, is also reproduced:

WHITE.



BLACK.

Black to move, and white to draw.

7- 2 (3)	20 24	6- 2	16 12
24 20	3- 7	8 4	
2- 6	12 8	15-11	Drawn.

(3)

7-10	3- 7 (4)	15- 8	
24 20	16 11	12 3	Drawn.

(4)

10-14	18-22	18-14	15-11
20 24	27 31	27 24	8 3
14-18	22-18	3- 7	
24 27	31 27	12 8	Drawn.

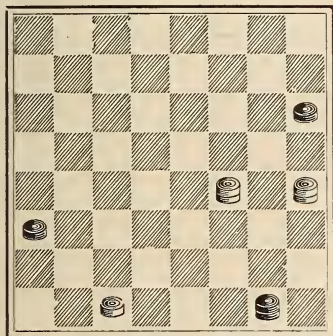
GAME NO. 122—DOUBLE CORNER*(From the West Lothian Courier.)*

By J. McFarlane, Glasgow, Scotland.

9-14	26 19	32-28	7 10
22 18	3- 8	3 8	15- 6
5- 9	25 22	2- 7	1 10
24 19	8-11	22 18	18-23
11-15	27 23	28-24	26 19
18 11	11-15	18-14	16-23
8-24	32 28	24-19	10 15
28 19	15-24	31 26	23-27
4- 8	28 19	1- 6	15 19
25 22	10-15	5 1	27-32
8-11	19 10	6-10	2 7
22 18	6-15	14 9	32-27
11-16	23 18	19-15	7-11
29 25	15-19	8 3	27-32
7-11	18 15	7-11	11 16
18 15	19-24	9 6	32-28
11-18	15 11	10-14	16 20
21 17	24-28	6 2	28-32
14-21	11 8	14-18	
23 5	28-32	3 7	
16-23	3 8	11-16	

The position is now as follows:

(BLACK.)



(WHITE.)

Continue as follows:

19 23 a	23 18	3 8	14 9
32-28	27-32 b	15-10	1- 5
23 26	18 14	8 11	22 17
28-32	32-27	10-14 d	5-14
26 22	14 10	11 7	17 10
32-27	27-23	14 9	21-25
30 26	10 7	7 10	10 15
27-31	23-19	9- 5	25-30
26 23	7 3	10 14	10 14
31-27	19-15 c	5- 1	W.wins,

(a) I submit this as a correction of "Gould's matches," page 209. The play to this point is as played between Reed of America, and Smith of Spennymoor. Mr.

Reed played as follow which resulted in a draw:

20 24	19 23	23 18	28 32
32-28	32-28	24-19	16-20
24 27	27 32	32 28	30 26
28-32	28-24	12-16	21-25

Drawn.

(b) If 27-23 W. wins by 22 17

(c) 19 23, 3 7, 23-27, 7 10, 27-23, 10 14. 23-27, 14 18, 27-32, 18 23; White wins by First Postion

(d) 23-19, 7 11, 19-23, 20 24; W. wins.

(e) 12-16, 11 7, W. wins.

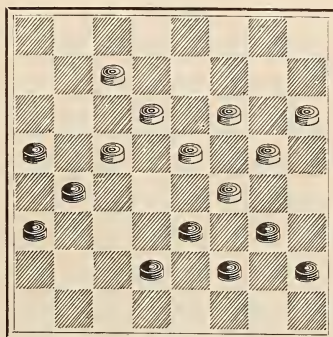
GAME NO. 123—SECOND DOUBLE CORNER.

Especially arranged for the REVIEW by Mr. John T. Hennigan, Groton, Mass.

11-15	23 14	6- 9	30 26
24 19	10-17	25 21	11-16
15-24	21 14	11-16	26 22
28 19	16-23	27 24	2- 7 b
8-11	27 18	16-20	24 19
22 18	4- 8	32 27	6-10
11-16	26 23	7-11	21 17
18 14	8-11	29 25	1- 6 (3)
9-18	31 27	2- 6 a	25 21

and we have C. G. Roger's famous problem, which has been the cause of considerable discussion of late among the English critics, solved as follows:

WHITE.



BLACK.

Black to move and draw.

9-13	13-22	20-27	26-23
14 9	2 6	18 14	19 15
5-14	26-22*(1)	31-26	27-31
18 2	6 8	8 11	21 17 (2)
7-11	26-31	16-20	31-26
22 18	27 24	23 18	17 13 c

Drawn.

(1)

10-15	10 7*	31-24	8 15
19 10	26-31	3 8	
22-26	7 3*	24-27	W. wins.

(2)

11 8 (3)	23-19	18 14	17-14
31-26	14 9	22-17	11 7
15 11	26-22	14 10	Drawn.

(3)

15 10	18 15	14 9	
31-26	23-18	5-14	Drawn.

(a) Mr. W. J. Wray, Liverpool, England, considered this (2-6) a losing move, and in cross board play with another Liverpool expert proceeded to demolish black by 24 19, which should lose by 20-24, 27 20, 11-15, etc. But the man across the pond saw nothing better than 11-16, and the game was continued

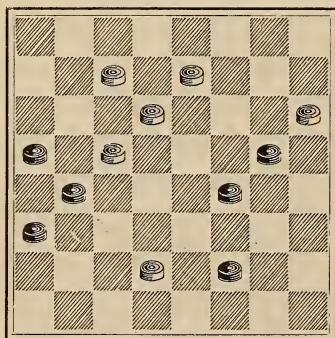
25 22	10-14	11 7	12-19
6-10 d	22 18	6- 9 f	27 23
14 7	13-17	7 2	19-24
3-10	18 9	9-13	2 6
30 26*	5-14	24 19*	24-27
9-13	15 11 e	16-19	6 9
18 15	1 6	23 16	W. wins.

(d) 2-7 draws.

(e) 15 10, 17-22, draws.

(f) Over confidence on the part of white has formed a problem for black to draw, which Frank Dunne; the Leeds *Mercury* man, solves as follows:

WHITE.



BLACK.

Black to move and draw.

14-18	14 9	16-19	9 5
21 14	10-14	23 16	19-24
6-10	19 15	12-19	27 23

Drawn.

(b) Whites previous move gives black the following choice:

6-10	9-13	1- 5 g	14-18
14 7	21 17	18 15	22 15
3-10	5- 9	9-14	13-22
24 19	25 21	15 6	Drawn.

(g) 1-6 draws.

(c) Black play 26-22 and by retaining the kings on 22 and 23 draws one of the grandest endings emanating from the Second Double Corner.

(3)

9-13	27 24	15-24	14 10
25 21 h	20-27	23 18	27-23
5- 9	18 14	27-31	18 14
14 5	11-15	17 14	24-27
7-11	14 7	31-27	7 2

Drawn.

(h) 18 15, 1-6, 15 11, 6-9, drawn.

GAME NO. 124—ALMA.

By W. W. Hilderhoff, Kent, Ohio.

11-15	16-20	24-20 a	14-18
23 19	23 18	26 22 b	7 3
8-11	14-23	24-27	18-25
22 17	27 18	19 16 c	30 21
3- 8	20-27	12-19	8-12
25 22	32 23	15 10*	3 7 d
9-14	15-24	6-15	12-16
26 23	28 19	13 6	21 17
5- 9	11-16	27-31	15-18
17 13	17 14	6 2	10 15
11-16	10-17	31-27	18-23
29 25	21 14	2 6	15 8
7-11	8-11	27-23	16-20
31 26	22 17	17 13	8 11
1- 5	16-20	7-10 f	23-26
22 17	19 15	14 7	7 10
2- 7	4- 8	23-14	19-23
25 22	23 19	6 10	Drawn.

Jos. Maize.

(a) Long considered a winning move.

(b) Mr. Maize's improvement.

(c) A very peculiar move.

(d) I think white should now win and offer the following play:

3 8*	16-20	10 15	28-32
11-16 (1)	11 18	24-28	18 15
8 11	19-24	15 19	W. wins.

(1)

12-16	10 15	20-24	8 11
8 12	16-20	12 8	16-20
15-18 e	15 22	11-16	11 16

W.wins.

(f) We sent the above play to Mr. Maize, who returned the following play for a draw.

8-12	10 3	11-16	30 23
6 10	19-23	18 11	27-25
23-27	3 7	23-26	Drawn.

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